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Micro Gamer (3/3) 10/10

"...with 3D graphics the most...
 ...the best...
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 ...17/100"



"Special FX programmed the game and have done a great job, recreating the character of the original with a 'Real of memory'...
10/10

"The character and backgrounds are striking... each are superlative - the design looks as if a sound track to...
10/10



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**A-MAX MAC
EMULATOR**64



**X-CAD
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THE NEW ZEALAND STORY: playable demo of the superbly addictive coin-op hit - **ART GALLERY:** classy examples of artwork - **SOFTIL:** DOS made easy for beginners - **SWINGIN' FROG DEMO:** delightful animation - **WORKBENCH HACKS:** two fun hacks to play with - **TRACKNOW:** keeping track of your disk drive - **WLBW:** viewing pictures with no fuss



Screen 4 The New Zealand Story

THE VIDEO GAME 17

**Stunning, high quality video
like Alternative Image.**

Welcome to the first issue of a new magazine that already has 13 issues behind it. We will be building on what ST/Amiga Format did to provide the best coverage of graphics, music, games, DTP, hardware, video and all other areas of the Amiga scene. We've got 800K of Amiga programs every month on the disk and a magazine packed with Amiga-only entertainment and information.

There has never been a better time to own an Amiga or read Amiga Format.

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AMIGA FORMAT ARRIVES

We have finally achieved the thing that Amiga owners have been clamoring for: and here it is, your very own magazine, *Amiga Format*! 150 pages packed with news, reviews, features and entertainment.

The magazine *Amiga Format* already has a great history behind it, and now we are launching our on-line version. You can see from the first issue that the features of *AMF* will be the same broad mixture of everything from graphics to games, music to CD-R.

Of course one of the most important things is that we now have the ability to give you just the articles you want. You only will see formatting you find to be playable, game demos and utilities but there will be much more interaction between the disk and beyond inside *Amiga Format*. The opportunity for using the disk in conjunction with the graphical content is particular interesting.

There are also plenty of new features that make this not just the biggest but the best *Amiga Magazine*. Matt Larkin joins us from next issue as Contributing Editor to graphics. He will present updates as a feature in expanded art and graphics issues you will get done the most sophisticated reviews, helpful tutorials and



A *Amiga Format* floppy diskette.

regular updates. On the music side we've also joined in the best in the town of San Jose. We start this month with an overview of the Amiga music scene and will be providing software indexes and tutorials in future issues.

There are many new features that are being expanded to meet demand including: *Whiskers*, *PG Update* and *Connectors*. We will also bring writing through-page questionnaire reports to make sure we give you exactly what you want.

It's a very exciting time for all of us. The Amiga is taking off like never before and we at *Amiga Format* are here to help you make the most of it.

SUBSCRIBE! SEE HOW! ON PAGE 34

VIRUS X VIRUS

The most popular PC virus killer, *Virus X*, has itself become the victim of a solution, *American Author Steve Tibbet's Thoughtful Preview* of the source code with the program has led numerous hackers produce a version that itself acts as a virus. Fear not, though! The design was not to be identified by the version number 1.3. Steve is shipping straight from Version 1.3 to 1.4.

ARTS CONTEST

As part of the Edinburgh Arts Festival, Amiga Centre Scotland is running its extensive computer art again this year. Winners will have their work displayed at a special exhibition at the Festival. Entries should be sent on PAL HD50 videodisc or on disk to arrive by August 24. Further information about this unique event can be obtained from Martin Linn at the Amiga Centre Scotland, 4 Hart Street, Leith, Edinburgh EH4 2PR or by phone on 021 557 4307.

SHOWINGS

What a glorious show it was! If you don't want being trapped in an enclosed space with several thousand Commodore owners, that is. The Amiga dominated lately there was hardly a CD4 in sight, and consequently this year's Commodore Show was also buzzing with a lot more interest than some previous ones.

There was no single outstanding event but the feeling of excitement was tangible and there was a lot of new products on show and being announced. Software authors and hardware sales were very much the order of the day with only a couple of games fairs represented. So the vibrant atmosphere was all the more gripping.

Attendance was 10% up on the previous show at the 12,000 mark for the three days and the organizers' database are pleased with the way things went. As yet there is no date set for the next show but we'll keep you posted.

MICROILLUMENS WRANGLE

Visitors to the Commodore show may have noticed that MicroIllumens had their own stand where *Misc X* was on display and that copies of *Photon First 2* were on sale at other stands. At first glance this isn't curious, until you realize that *Amiga* are not claiming the UK rights to their MicroIllumens products.

A present the situation is unclear but it appears that *Amiga* are involved in a legal battle with both MicroIllumens in the US and the new group which claims to represent them in the UK. Which means that neither program will be widely available until the dispute is settled.

Let's hope that's not too long away, because this is what Jon Bates and Matt Larkin had to say about *Misc X* and *Photon First 2* respectively:

MISC X

Misc X for the Amiga is coming but from where? The American software house MicroIllumens has been promoting the sharing, sequencing, saving and printing package heavily in the American press. It will own a very new language translator that fits only programs with the look of the good word processing editors that feel yet-to-be debugged.

The first demo version, which will pretty spectacularly be shown by *Amiga* who claimed to have an exclusive deal with MicroIllumens. Confusion has arisen here since dealers and the press state that *Amiga* had been informed that the software license now has "the exclusive US and European rights to *Misc X*" and was exhibiting at the Commodore show and taking orders with one *Amiga* staff member doing the demo work, although at the time of going to press they "hadn't got the final version yet" but had for a program that has been advertised to easily address month's license claim the matter is "under negotiation" with whatever legal contractual obligations *Amiga* stand face and watch the litigation.

PHOTON PHANTASY

After a few quiet months on the Amiga gaming front, things are heating up again. First it was *Photon First* it soon it will be *Photon 2* but how are we here *Photon 2*?

The original *Photon First* has captured the hearts of the three B&B gaming packages for most years because it is the easiest to use and most powerful. Many additional effects are easy to access including the best materials used to be on the Amiga with *First*. The new ver-



sion provides lots of new features and graphics speed without sacrificing the efficient operation.

The next dramatic addition, an on-air mapping and multi-page "configure" type extension but also included are 3D arcs, as levels (although polygonal) auto-rendering, cyclic draw and many more new enhancements.

In line with our new policy for graphics, we've a really full description of *Photon First 2* including DTP tips and tutorials written by people who are using the program every day. Plus original artwork that will be included on the cover disk, is being prepared. It takes time but you will see it soon! *Photon First 2* is

SIGNS OF LIFE



Micro-features is available on most from Egarra, Southampton 070361-10000 or 029 95

HOLOGRAPHIC IMAGES

One of the most unusual sights at the Commodore Show was the first teleprinter generated from a microcomputer using a high-resolution camera. Using equipment developed at Southampton University and in talks with the British and in talks with users from the Arma Centre Scotland, have produced a 35 hologram of a new of a partly assembled waveform test receiver using Scabi 3D.

To produce a over 100 frames were generated and recorded onto a holographic plate in stereo pairs as a series of vertical slices. Having the image

from the front slight movements of the head reveal hidden parts of the object that would normally only be seen if it was real and used this is useful for a teleprinter as images with a bank card



focus directly through the object from which a conventional teleprinter is taken is a 3D image. This is much more difficult and has previously only been achieved

using high-powered Argon laser computers. Now in another test for the Arma a 3D computer model has been recorded holographically.

The physics is quite difficult but if understood it correctly the process works something like this. Conventional teleprinter captures the image of a complete 3D object in such a way that the surface of it that can be seen only according to your viewpoint will be recorded. Happen with a real object in effect the hologram has superimposed an almost infinite series of images of the object which are revealed as your viewpoint is changed. Holographic teleprinter has the same effect but in the case the waves are captured separately like the frames of a television film one for each eye in the form of pairs of vertical strips on the plate.

The advantage of it is worked is that the content of each frame is much more comprehensible than any object capable of being recorded on a computer can be captured in 3D and even animated. The aim of Arma is to offer cheap images, also means that the commercial potential of such generated teleprinter is much more likely to be achieved. It is only a matter of time before full colour, fully-animated sequences and even whole film appear.

JEFF BAY THE BOSS

Computers can be of great use to the disabled in an immense of ways, one of which is demonstrated by Arma's new speaking version of their word processor. Product 833 designed for use by the blind and is especially well designed for development and learning.

All Product's functions are available from the keyboard, often in sequential because full-screen menus and a mouse are not available. The JPF will be able to speak words by as it is processed, read every word as it is typed, read back the current line, read back from the start of the paragraph, speed ahead to the cursor is moved and speak useful status information. Price and release details have not been decided yet but Arma promises distributors for the visually handicapped. Price on 0703 8888.

BOARDS MANAGED PLEASE

Parsons are well known for their digitisers and other software on other machines, but now they are turning out the Arma were for the first time with the Video Image Digital Interface, VDI-Arma.

Although it's their first attempt it could make a big impact because it is effectively priced at £99.95 and has an impressive list of features. These include: providing frames from a moving video film; 256 of a command in both screen and video; and even use of JPF format, providing an increasing frame rate when or as editing ends, a scan-deflection system, an image contrast and brightness control, adjustable brightness control and any-on-line status.

The package includes a video cable so all you need is a VCR or camera. As time of going in price Boards were still working to make the VDI products colour pictures and the video details can be obtained from their sales 0703 8887 or at 8 Fulham Road, London, Scotland EH4 6TE.

ACCOUNTING FOR YEARS

Equifax has introduced their Small Business Accounts program to create SBA 800. It is now features 100 in an already very comprehensive set of applications.

It not only will be followed by what it provides profit and loss statements, trial balance, full audit trail, GST reports, balance sheets, budgets, day books, account group reports, transaction listing by date or amount heading and a constant update of each position and profit.

The new features are: printers and multi-line information printed on screen status, a chain of accounts and related journal allowing copying at the start of accounts and access to 500 memoranda.

SBA also costs £75 and existing users can upgrade for £50 - £100 P&P. Equifax Business Systems can be contacted for details on 01 703 8880 or 14, Spring Street, New Inn, London EC2A 3DF.

A2500 VANISHES

If you are looking for the promised review on the new Arma 2500 in this issue, then don't bother because the A2500 has been stolen. Planned to run a 16 Mhz 68000 CPU and up to 4 Mhz of RAM, the A2500 was a single upgrade of the A2000 through adding memory, which is thought to contain the strange non-appearance. Commodore prefer to wait for the A2500 which will contain the 20 Mhz 68000 CPU.

However it remains to be seen whether or not the appearance of the A2500 EX, which will run the 68010 OS, is imminent. Another source that we researched in that we will study the A2500 first with the RAM as standard. Apparently



The A2500 no longer is available in its own right.

there are such machines in circulation but whether they become available in the shops is as yet unclear. Commodore have made an announcement of the machine until the A2500 which

was openly talked about. We will have to wait for further details before getting our fingers on it.

The A2500 is also making some because of suggestions that it is very grey imported from Ireland. This has annoyed complainants from retailers and an announcement was the fit of the Commodore after that such machines being sold will cause might cause problems for the buyer to be left out for any machine that comes with a foreign manual of a kind that does not because you will have problems with different voltage powerpacks and the fact of a valid warranty if anything should happen to go wrong.

PLANNING AHEAD

Good news for financial folk: A major revision of Intel's Pentium spreadsheet has arrived. Version 3.0 has been released in price to educational clients new features, including full support for Lotus 123 worksheets. As you suppose, software made for the classroom and in particular made for showing different levels of data on screen.

Owners of Microsoft now upgrade to PlanIT for OS/2. It's best not only because it's one of the other existing similar software. Further info from Intel UK, Room 3 Unit 1, Wood Green, Brentford Industrial Estate, London, Middlesex TW8 2PL. Tel: 0181 873 0000.

COLOURFUL CARDS

Handing artists' packages with a few pointers to speed up. Besides are working on anti-graffiti, a graphics expansion card to the system. According to it OS/2 will be the first graphics 1, which allows the screen resolution to 1024x768 pixels and provided a palette of 256 colours on screen from a choice of 15 million. The card system itself with 1MB of high-speed RAM.

The anti-graffiti 2 will contain the primary use of OS/2 and for your bank you get 128Kx128K pixel resolution and the same game options. Despite the colour of high speed ball in this year, also allowing it to handle the full screen of the same time. Further details from B. Tension, Alexander House, Rotherham Road, Alderley, Warrington, WA12 3JN. Tel: 0121 343000.

CENTRAL TELEVISION

The Amiga is taking off as the most important tool in video work with new products like the DVX Videocaster launching onto the scene. The Videocaster combines in one neat box the facilities of a video mixer, camera and PAL encoder.

The Center offers an interesting video digitizer with computer control using sliding faders or software to control both in time and the video level. Further has a third and full-sized RGB output for connecting an RGB monitor. YC inputs and outputs take advantage of the full Super RGB systems. CD are no exception to the video game being produced by the CD Videocaster. All the, among other things, make the graphics and live action for the BBC a spin their being on GEM. The fact that they produce everything from graphics to broadcast, a standard graphics and capturing systems early makes this one to watch out for. The Videocaster costs £295 from CD Systems on 0242 737171.

In talk of TV, senders, graphics and full-sized RGB outputs appear on month while in you, but check out the other features on Page 17. Also keep your eyes peeled for a review of the Videocaster coming in Amiga format's pages soon.

FOFT ARRIVES: THE FIRST OF A SERIES

Grandeur means more being stand-alone. Footcannon Of Five Turrets is set to arrive on the Amiga in the near future. Made by Gordon as an Amiga leader, FOFT will come first year in development and was advertised heavily in the press, prior to its release on the CD. When it finally arrived the same proved to have a few major graphics flaws which when combined with the appalling manual reduced the game almost to unplayability.

Gordon listened to all the comments, read the reviews, took note of what people had to say and set about correcting the



game before releasing the Amiga version. In Gordon's words: 'FOFT is now fairly very happy with the product - we've really done the business and got a big night!' When asked if he thought Amiga FOFT really was an Amiga leader

he replied 'It's not an Amiga leader until you've got it - we just wanted to produce a really good game that would appeal to fans of this genre!' Let's hope Gordon really has got it right this time and watch the reviews page next month for the definitive Amiga Format verdict.

The next game in what's planned to be a Footcannon series is well under way. It won't be another space flying gun shoot 'em up, but it'll be as big as much playability. It's not due for release until sometime next year, so we'll bring more news as it comes in.

ANIMATED MAGIC

A really useful piece of software must have two qualities if it is to be mentioned successfully as a professional product: it must do its job well, obviously, but also it ought to look good, operating smoothly and ergonomically so that it's power is not hidden by a complex interface. In short, it should be fun to use. ANIMAGIC Mega DVX 95 from Digital, Ltd (0203 733000) is a powerful and almost instant piece of software for editing ANIM files. You can study Amiga products a suffer from an ugly and clumsy interface that takes time to get to grips with.

This is a great pity because, when most other animation editing and sequencing programs, it allows direct editing and rearranging of individual frames of the actual compressed ANIM files. What a store can be divided into

two main ANIM editing and enhancement - and Digital Video Effects (DVE). Among the DVE features are: full red and blue channels between ANIMs, plus image and crop. All these types transform layering of several ANIMs on top of each other, adjustment of colours (for one frame or globally) and optional rotation, and use of any resolution or screen mode. DVEs include all the usual transforms, except turn, roll and zoom plus a library of special effects such as distorted burnouts, etc. that can be enhanced with other customised effects in the user. The layers of effects possible can be so complex that the developer has provided space for a four-line description that can be saved with the DVE. A lot of people are only going to need this version and powerful package.

KLASSIX GOING CHEAP

The first three titles on US Gold's new budget label Klassix are Durl Run, Foundations Waste and Water Class Leaderboard, each one for the amazing sum of just £9.95. As you no other full price software house has followed suit in the move to cut price bestsellers.

Among US Gold's major competitors in Microprose will have no plans to introduce a budget 16-bit label according to Managing Director Steven Bell. 'You get what you pay for. If you don't compromise on quality at gameplay, you could try to compete on price. If I had bought a game at £20, I would be very annoyed to see it being sold for £10.' However, a Amanda Berry said they had 'no plans for a budget label, we're a full-price-only company.'

Microprose already produce budget Amiga games like Sidetracker and Chase for £9.95. Spokenword Andy Wright was unimpressed by US Gold's move and promised 'a new range of 16-bit titles at a new price point.' Watch these pages for more details.

DESIGNS ON DISKS

Over recent months it has been fun to be working the back of a letter file and converting their excellent design graphics programs for the Amiga. This is quite a revolutionary development for the Amiga. Already CyberPaint has moved across in the form of Designer (available in PAL format from IBM 286) showing how the whole can be done. CyberDisk has arrived along with an entirely new one.

A number of other developers are starting to offer ready-made options for use in CD mastering systems, but this set from Berlin is the most comprehensive and useful available. Back on other use:

- Architectural Design: everything from a blueprint to a complete site layout from Lloyd Wright.
- Future Design: space stations, space craft, robot vehicles and animals. CD's that have:
- Human Design: animal man and female human figures.

Detailed packages that are unambiguously superb. The CD's are all delivered compressed - Microsoft's design CD takes all almost all possible options for the best of all - and is available in a format that is not only better than the rest, with more game objects for the inside of a frame 3D effect.

All the CD Design series are available from Precision Distribution Ltd 220 7160, New York. You can look forward to CyberDisk with eager anticipation.

Bloodwych



**ARGUE! BARTER!
LIE THROUGH
YOUR TEETH!!!**



Useful Screenshots



Amiga	£24.99
Atari ST	£24.99
Spectrum (tape)	£9.99
Spectrum (disk)	£14.99
Amstrad CPC (tape)	£9.99
Amstrad CPC (disk)	£14.99
Commodore 64 (tape)	£9.99
Commodore 64 (disk)	£12.99

As the people of the Bloodwych probe to a new dawn, they find a stranger in their midst - from east of many seas he has come. He seeks to halt the dawn that has dawned within the Castle of the Bloodwych.

Unification of the Crystals of Fantasy will secure the Belanmoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game offers greater interaction with the environment than has ever been seen before. Argue, barter, negotiate - even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for Bloodwych for those that dare!

COMING ATTRACTIONS

HOT-OFF-THE-PRESS PREVIEWS OF ALL THAT'S NEW IN THE SOFTWARE WORLD

LONE WOLF AND THE MIRROR OF DEATH

Adventure

Somewhere in the distant future (perhaps at Kaanbar) lies the last gate of power, the Mirror of Death. In the Lone Wolf, the last of the Master, it's down to you to retrieve it. This adventure game is based on the Lone Wolf role-playing books of Joe Leeson or set your own shapshot and prepare for some trouble on your own terms very soon.



It travels with a deadly weapon.

XYBOTS

Tetrapax/Danmark

Major Mike Neely and Captain Ann Stone star in this one of two-player strategic Xybots running over the Atari card.



It Major Mike and Captain Ann take their cut by shooting a few robots.

As well as starting off the show, you have to get to that other arena in hidden areas of the main 15th Planet. This game features a lot more than your average Xybots shoot-out and is best played with a friend.

CASTLE WARRIOR

Delphine/Petres

The computer game of Power, recent publisher Delphine is going up to launch a second game, full of arcade-style action and right like old times. As titled the Hero, it's a mission to beat the odds in the arena that your father was forced to endure, you'll have to battle through unbelievable enemies. Take on dragons, giant gorilla kind of you to well machines and still make it home safely. Don't get the handle all of that?



IMAGE WORKS

Image Works are not giving off for a moment a sense of release to up and coming, showing their first efforts in video game with a mission to be successful in video game and help define the place for other artists. Unpublished private and separate graphics are provided to the art as well as the screen play paper already.

Major's also a one or two other technology-oriented about work in the office. Game Project it has been designed by David Wilson and programmed by Tony Wheeler and Steve Bell. The focus is on strategy, strategy elements and more of these superb graphics.

At the same time, there are also well covered in with the rest of the work in the world of a relatively small team, a large team. The other members of the team are: Thomas (writer) and Steve (artist) who has been working on the game and programmed within the software by a team of people who have been working on the game. The team is working on the game, the team is working on the game, the team is working on the game.

Working hard to create eight games, the team is working on the game, the team is working on the game, the team is working on the game. The team is working on the game, the team is working on the game, the team is working on the game. The team is working on the game, the team is working on the game, the team is working on the game.



A specimen of the world and computer world in the Image Works.



It's building a base for the Image Works.



It's working on the game for the Image Works.

SLEEPING GODS LIE

Engage

The ancient-world world of *Touhou* is under threat from the Archmage. Once here turned bad, and the group's only hope is to find someone who can make the sleeping god Oshichi that governs the island, to win.

MSX is a beautiful, slow-paced, turn-of-the-century action-adventure that sets a huge game area and a huge game task. There are numerous obstacles to fight, at your own final action, and Oshichi is featured with the completed to give sub-quests for additional help. Each state of Oshichi on a battle as if you'll be impressed in this for a while. Watch for the sub-quests system to start month's *Amiga Power*.



Starting *Sleeping Gods Lie* in the course of the game, but not the plot.

PAGESTREAM

Simple PDF is taking the high-tech world, and this brilliant design from Silver Software makes it in the market that means it will quickly enjoy of the most sophisticated systems of professional publishing. It manages a vast range of text styles, but all of a cut-down when the finished, long-run version is ready and you continue to enhance any other PDF being put out that way.



PageStream is designed to let a life story forwards the PDF.

INDIANA JONES AND THE LAST CRUSADE

US Gold

The man with the hat and the whip and the cobble and the dusty clothes is Indiana Jones back again, but through action

packed excitement found an action from the film. There are four levels to this platform game: in the first level you play the boy Indy and have to rescue the Grace of Jerusalem. For the rest of the game you play the full-grown Indiana and have to solve similar puzzles. But in present form, because the sub-questing action by starting on a screen near you shortly.



Indy visits the Last Crusade, he found the Temple of Solomon's secret.

LINEL

After suffering from about a year of silence, the team behind the the award-winning *Chin* is out for a second year. The *Amiga* programme, *Lineal*, the adventure game over the place in the city of San Marino. Trying to get the country back to its former glory, the player will have to solve a series of puzzles and more than 100 hours of interesting puzzles.

Lineal should bring the same game for *Amiga*, a game in which you start as a local hero and have to overcome the enemy and save the country. The game is set in a city of San Marino, and you'll have to solve a series of puzzles and more than 100 hours of interesting puzzles.

Let us not forget to look at *Lineal*, an impressive action-adventure in the city of San Marino. The game is set in a city of San Marino, and you'll have to solve a series of puzzles and more than 100 hours of interesting puzzles.



A few moments before the end.



From the Indiana Jones quest to powerful hidden weapons.

THE AMAZING AMIGA

COMMODORE'S AMIGA 500



Peak Performance
486K CPU, Mouse, P.S.U., T.V. Modulator, Very Fine Tuned, Workbench 1.3, Basic, Extras and Manuals

PLUS POSTRONIX BONUS PACK WORTH OVER £250

which includes: 10 Blank Disk, Disk Storage Box, 10 Excellent Games, Mouse Mat, Mouse Bracket (Mouse Holder), Deluxe Pen

£399.00 + £2.00 post and packing

AMIGA 500 PLUS DISK DRIVE

Innovative Manuals, Extra Disk, Workbench 1.3, The Very Fine Tuned, T.V. Modulator, Photo Pen, Mouse PLUS additional Amiga Compatible Disk, Drive and 10 Blank Disk.

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COMPUTER SOFTWARE

... AND MORE BESIDES!

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EXACTLY WHAT ARE COMMODORE UP TO NOW?

If there was one person in the country who knew everything that was happening to the Amiga, who knew exactly what hardware and software would be available, you'd want to talk to him... so we did.

A rassy blue-eyed manning on a typical brick industrial park near the edge of Maidenhead beside the green fields of the Berkshire country side. Rather the friendly outlook winks of Commodore UK's head quarters in a light and airy office. Dr. Robert Halman. He is head of Technical Support and a guiding light of the Amiga Developers Advisory Board in this country, and as such he knows everything there is to know about developments in Amiga hardware and software. He's also intensely pleased to give an insight into how Commodore see the Amiga's strengths and weaknesses. Both here and in the future.

Commodore have been accused in the past of blurring the public perception of the Amiga and even being confused about its

role themselves with the 4000 being to be more that just a working games machine, and the 4000's expense for home use being into potential business uses. But in fact and a few minutes chat with Halman Halman reveals a debriefed and experienced comment to a very definite future for the Amiga range. Not one single use of course but certainly a distinct direction dictated by the Amiga's architecture and capabilities.

HOME USE

The 4000, Dr Halman believes has now "broken through the barrier of what it takes to" a touch away of revealing sales figures. He prefers to talk in the total number of machines that have been sold to date and now face the user base. The ASDI has passed the

one million mark and of these some 6,750,000 are in Europe. In roughly a year to Commodore expect the ASDI will have outstripped the Atari ST. The comparison reflects the popular

"I have not seen a real Amiga game yet"

use of both in games machines. A role in which the Amiga is bound to become stronger and stronger as programmers awareness of its capabilities grows.

Halman sees the increasing domination of the 16-bit games charts by Amiga games (13 so against 11 ST in the latest top thirty list) and the consequent

next release dates and rapid prices of Amiga and ST games as "a major breakthrough", indicating that software houses are moving into the new and continuing expansion of the Amiga market. Even so, the Commodore people would join with many Amiga owners in lamenting the tendency to port over 16-bit games from poorer machines without any adaptation. "We're asking for Amiga-specific development". The full potential is a long way from being fulfilled. "I have not seen a real Amiga game yet" says Halman. A challenge?

It needs to any home machine developer must be able to support a range of serious applications. Commodore would like to be able to bundle in some wordprocessing software with the computer - but up and home accounts are not seen as necessarily the machine's greatest strength. They particularly wish to encourage the hobbyist user who needs the machine as a leisure tool.

The pattern for the Amiga's future is revealed by the great emphasis Commodore place on its graphics capabilities which is not entirely unreasonable considering the power available in the field as a result of the machine's design. Dr Halman hopes to be able to benefit in graphics and animation demos, perhaps even a follow-up along the lines of The Very First covering the area and to continue to notify users with information about hardware and software for use in the graphics and animation field. In a similar



■ The Amiga 500: soon to have 1 Meg?



■ The Amiga 2000: top of the range?

ven, the Amiga is taking a niche for itself with the video enthusiast. Commentators were amazed at the fact that *Effect Video Magazine* voted it the most important video computer of the year and it's now described as the most significant development since the video camera. With a single package, use the humble A500 (or even a range of professional quality professional features, particularly useful for cropping various types of composite sequences into any video picture.

Commentators see the Amiga as having great potential benefits for the musician like being extremely fast. The ST has any amount superiority in this area except for an actual MIDI interface which can be bought quite cheaply. The possibilities of the Amiga's minimal sequencing have barely, as yet, been touched. All these areas for home use of the Amiga will be even more enhanced as we are faced by a strong push from Commodore on the use of the computer's unique multipoint capabilities. Keep watching this space.

IMPRESSIVE WORDS

Meanwhile the expandable A500 with its big brother, the £2500, the probably-overhyped A2000 and the popular A3000, still sit the shops up into the business class bracket. Don't again think the expansion software market is not an ordinary computer trying to compete in the various ranks of accounts spreadsheets and word-processing. Instead it is apparent that the users the

machine as being specifically designed to cater for users. "The special aspect is very important," he stresses, seeing that the individual power the machine delivers for the price is its major selling point. However, the perceived cheapness and flexibility of the Amiga, that actually discourages (some speculate) users.

"The Amiga: voted most important video peripheral by What Video?"

in a certain foreign country we were told every time the price was increased when we'd buy.

Interested video programs, particularly for training, between important are also "where the A5000 needs to go" says Barnes. Desktop presentation is another "very strong user" category considering the high-quality graphics the machine offers, we even using the computer as a delivery system for slides and the file Desktop publishing would not seem to be such a high priority. The note having been simply filed already - "It's what you can offer that's referred that users" although development, as expected, on a Commodore-approved floor price and after CPT profiles its slowly following price reduction. Complete added

design is another growing field, with some attention being made of use by architects and of a five-fold speed over the standard Acrobat system.

Networking with Ethernet and Arcnet already available, and also come in for some serious attention, and a capture interface for schools is currently under test. The latter example reflects the Amiga's ability to move in to the educational market both commercial open by the greater flexibility of the BBC micro and the BBC B machines for the Amiga has already sold more than a thousand copies which speaks for itself.

Perhaps the most generous professional use of the Amiga is in the newly made world of video and television. It's even been sold by EMI's own in use on the "Harris programme" but we are left to expect some "very interesting developments" in the near future.

HARDWARE NEWS

The big news of course is of the imminent, non-appearing in this country of the 58000-equipped A2500 workstation as an application development of the Amiga 2000, of which there are more than 100,000 in stock. The importance of development with an upgrade capability is fully stressed by Barnes, intended to protect Amiga users from the "technology trap" that catches so many machines. But when once at the forefront of progress.

Next also up. Currently in development is the A3000, employing a Motorola 68008 CPU to get a 50MHz speed increase moving with a 2MB RAM and a 500K2 processor. Barnes is proud of a development machine which, led by McDonald Douglas in the States being proposed by a local user group, but Commodore are playing their cards close to their corporate chest.

The concern prompted by a taxable wish not to have so-called products that simply aren't available also delays news of the A2000 (two) monochrome monitor, which will feature 1K by 1K resolution and is clearly intended for use with CPT or similar high-quality presentation. Barnes is keenly making us can bring you by news that Workbench 1.4 is currently with 12 developers in the UK, for releasing in concert with the Enhanced Chip Set CCE. It will feature a true non-integer high resolution graphics mode and test it up for features. Again watch this space. ■

AMIGA DEVELOPERS' ADVISORY BOARD

The Amiga Developers' Advisory Board gave out of a meeting of the Commodore Board in June 1988. Its purpose is to act as a advisory for Commodore and to help set out software products. Also software and hardware products available by Commodore is to be "open source" in actual use, and to be available as a result of the experience for instance, Workbench 1.3 underwent the changes after developers, leaving the Enhanced Chip Set (ECS) and Workbench 1.4 are now under test with 12 developers. A one-monthly meeting gives details of new projects, and also supplies technical notes to obtain developments as follows: Barnes (A2000) 1.3 leading problems with certain games on certain systems, his example, were tested by a reader that extended the open test done by Commodore.

Developers are also advised to register their projects to avoid duplication of effort and processors or hardware, while being promised confidentiality in sensitive areas. This comes across as a somewhat version of Apple's coordination of Mac software developments, intended to encourage unique developments and avoid duplication. Marketing opportunities are also spread up and passed around via a European board. A test list has been set up of developers to make the very latest developments available to all the possible combinations, in which developers are being 1000 software and test 3 thousands.

Commentators are through give review in return, although they will not all be successful. The new A2000 chip is currently available for development testing. As to why do Commodore further with all these expenses and interconnecting facilities? Barnes, Barnes I think sees development support as an obligation for such a "young machine". The Amiga has been around for three years now, and three years is not a long time. Support ensures the quality of Amiga software, which naturally benefits sales of the machine, helping "to bring the machine and egg situation of the device software, as no point hoping that two feet with a deliberate effort on other alternative machines to further stress a cultural benefit towards about Amiga technical problems, and give a picture of development which give Commodore in a good position to maintain what they should maintain themselves, as they did with the BBC Electron.

Although Commodore UK do provide a technical support hotline for users, many of them often give up their support. If you do have a problem, it's best to help if you ever encounter any problems.



■ The Amiga 2500: does it even exist?

THE VIDEO GAME

Your view of the Amiga video scene might be slightly distorted. STEVE JARRATT went to Leicester to obtain an Alternative Image.



It was the mid-1980s when the Amiga computer was first introduced to the world. It was the first of its kind, a computer that was designed to be used for entertainment as well as for business. The Amiga was the first computer to have a dedicated graphics chip, which allowed it to produce high-quality graphics. This was a major breakthrough in the history of personal computers. The Amiga was also the first computer to have a dedicated sound chip, which allowed it to produce high-quality sound. This was another major breakthrough in the history of personal computers. The Amiga was a true revolution in the world of personal computing.



PLAYBACK On the Road

PLAYBACK TRAINING LOGS

Recently, with the aid of two training companies, I conducted a course directed via satellite with students in building the log.

For reasons of clarity, footage of photos was shot in progressive to allow different images to be seen sequentially. This is done in real time through the system which gradually shows the frames of 30 and 60 pictures. Once the frame are completely received, the satellite is switched off to allow the student to observe the subjects while some advice, for example, comes on the line. The student continues until the last image is displayed to the satellite.



To illustrate a Star Trek-style experience, alternative images showed a 3D robot, using stereoscopic, where its real body movements are constructed to follow narrative.

Unrealistic footage of an approaching Star Trek is not the best choice of our first view. The first image then takes to show, leaving the rest to build the scene.

All 3D animation sequences produced by 40 are executed in the same way, using compressed files played back at 30-60 frames per second data rate. Recorded content can then be edited together to form longer sequences.

Memory space is always at a premium, but never more so than when juggling around with graphic images. Data RAM second drives are hard drives become increasingly important as more and more computer-generated artwork is employed in the video production.

A digitizer provides a good route for the creation of graphics and can be used as a look to hardware effort to 10 pounds a square of data photographically material for reference. Computer-generated imagery can be employed to great effect. It allows you to take images from already prepared video, store them in

PT files and then rebuild an animation from an animation using a suitable file package.

An incoming shooting led but not totally outside the realm of possibility, especially for a group of friends or for members of a video workshop. It's not to local inter-team business should you be to do so of any facilities in the area. And although the right hand man is a total necessity it's not really how much you've got but what you do with it. The important thing is to have at least a clear idea of what the best image is to be. Storyboarding is a good habit to get into, allowing precise pre-planning, choreography and timing.

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THE ALTERNATIVE HARDWARE



LASER DISCS—Professional video recording and playback equipment, which provides the most storage to quality those who demand the highest resolution, professional quality video. Discs are available at different resolutions, from the maximum quality of Super Hi-Vision (4K and 4Kenhanced Hi-Matrix), and down through Super Hi-Vision (enhanced quality 1920x1080), towards Hi-Fi and Hi-Fi+ discs.



VIDEO—Using Hi-Fi technology, a digital video camera transfers before the lens, but the lens still focuses to produce the image. The camera image of frame video cameras is used as frame store on some video camcorders to enable the frame store to be played out at 30 frames per second.

SPECIAL EFFECTS—Special effects, as the name suggests, are the use of high-speed video cameras to be used with a computer using computer-aided and video-effects software. Costs are \$50,000 per year and many high-end models will not attempt to handle in a studio.

Special effects are used in TV shows and TV news. Special effects are used in TV news and TV shows and TV news. Special effects are used in TV news and TV shows and TV news.

SOFTWARE CONTROL UNIT—A Sony BR440 for video which is used in a computer with a graphics card. It is used in a computer with a graphics card.



VIDEO EFFECTS—A video effect is a video effect. It is used in a computer with a graphics card. It is used in a computer with a graphics card.



VIDEO EFFECTS—A video effect is a video effect. It is used in a computer with a graphics card. It is used in a computer with a graphics card.



VIDEO EFFECTS—A video effect is a video effect. It is used in a computer with a graphics card. It is used in a computer with a graphics card.

producing process, and also for producing background effects or enhancing digital images.

Deluxe Paint III The arrival of **Deluxe Paint III** (1993) has facilitated the release of simple and sophisticated animation.

TV Show (1993) does not transform nearly using an offbeat sort of life to create synchronized sequences. Shows writing to include Amiga-generated sounds should look at **Light Effects**. **Camera Action** TV Show can also make single frame-based images around, although the function has now been superseded to some degree by **Deluxe Paint III**.

Apple VideoShare (1993) uses AppleLink of any resolution and comes with four interchangeable fonts, which can be scaled, can be printed or contained and can make the live action. It also features a variety of tape transitions and scrolling effects, and can animate film easily, creating a real-life like microscope film.

Version 3.0 of VideoShare (1993) is used in preference to **Deluxe Paint III** due to the speed of rendering. However with the advent of **Deluxe Paint III** (1993) including a 68030-compatible version of the program, it has arrived to produce full-resolution animation with custom and selections. **Deluxe Paint III** is about to be released at around \$100 in a full-screen version without the replacing features.

Apple's Macintosh Image Processor (1993) is used to analyze pictures and reform them to suit for release. A 1994 image can be reduced to 3D colours and exported to 3D Paint while retaining the overall integrity of the image. **IP** is also used to clean up pictures, de-focus them, produce edge effects and even compress or stretch the image. **Printer** can also be customized in a fashion analogous to a graphic resistor for colour.



Another introductory computer produced for the following reasons. These features are a number of other are produced with one



systems and computers using a variety of other, alternative and other, mixed, digital, galaxy. The background features look at some



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Talespin

THE INTERACTIVE PROGRAM CREATOR

WHAT IS IT?

Talespin is a package which allows the combining together of drawings, texts and sounds that is beyond the capacity of ordinary text processors. You can create a text which is read graphically by allowing the various screen drawings to scroll. Variables may be used to control the flow of the program, record program results. **Talespin** will normally run on an IBM PC and very successfully, requiring no programming skills for its use. It includes an art package as well as supporting ProDraw, Digas or IFF picture files, and also supports CTWizards or Amiga's M & A. It created Enhanced format. The rate of scroll is optional. Its facilities include giving full details of each screen image, indexes of all pages referring to any particular page, drawing, sound or variable. Completely interactive development allowing changes to any page at any time. The meaning of drawings and sounds from other times, the 'looking' to other films allowing the spreading of a story at suitable screen intervals, and the provision of Demo mode, which allows a user to run an on-line for demonstration purposes.

WHAT IS IT FOR?

It can be used to create interactive adventure games, for profit, pleasure or instruction. Or to illustrate or create a sales demonstration, or product training material. Or to education - either using **Talespin** itself to teach the design and logic of computer systems, or as an instructional way of using **Talespin** as a vehicle for the teaching of any other subject. Or even as an expert system shell. Or a school magazine. Or...

CREATE YOUR OWN COMMERCIAL PROGRAMS

Once you're finished developing your program whether it's an adventure or educational program, or other you can lock your program into our on-line data development mode.

TALESPIN comes with a picture drawing display program called "Illustrate" with the user sets drawables your own programs or other than its package.

COMPLETE AND COMPREHENSIVE MANUAL

The manual comes in a seven part 1 to 7 series with a detailed screen version of "The Guide" screens as well as a comprehensive reference guide.

TALESPIN COMPANIONS AVAILABLE

Illustrate (create and draw pictures, "read pictures"), **Sketcher** (draw **Talespin** "game and graphics program files"), **Illustrator** (draw "graphics and "background drawings"), **Page** (copy pictures "from windows"), **Copy** (can manipulate "screens drawing "page and/or "background drawings **Talespin** drawing order "help (also "links and "April" draw "draw screen" "events and "what else" "when drawing" "insert" page and...

REVIEW FOR TALESPIN

- IT USER:** "Microdeal is putting its money where its mouth is and exhibiting considerable faith in a very good product."
- NEED COMPUTER MARK:** "Talespin is very impressive, and highly commendable program."
- ST/AMIGA FORKAD:** "You can obviously count for variety — Talespin offers the opportunity to create an RPG type of adventure game which IRLC and IRLC certainly want."
- COMPUTER GAMER WEEK:** "Talespin gives the programmer all the tools to create anything you want."
- ST ACTION:** "Talespin has brought the best of adventure creation within the reach of everyone."

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Signatures

■ With its abstract, complex on-screen environment, the *919* is an excellent test subject for an aspiring game designer. The *Shoot 'Em Up Construction Kit* allows you to create with the ease of which a computer will do it. First, in the main screen you can create an abstract scene with a plain, red and green, double-holed, abstract, landscape. Then, you can create a "level" in the *919*. For instance, and you'll find that you could be asked to create that you could create that you can the *919* by just placing the game. For maximum variety, the *919* allows you to create the scene accompanied by two levels.

The *Shoot 'Em Up Construction Kit* allows a designer to create scenes with a variety that has been designed to allow abstract scenes, adjusting the red, green and blue color of the scene, and the ability to create the scene of adjustments by clicking on the *919* button.



■ From each scene in another you could see the entire background of a game created in the *919*, or you can combine all those together in different levels of the game creation. The *919* allows the user to create, create, and the ability to create with a game like *Shoot 'Em Up*, which is quite different than the traditional *Shoot 'Em Up*.

A few words of explanation: The *919* - the game design kit - is intended to be used for scenes in the program and you create a simple scene with a shot of the *919* button, then create a scene in the *919* and the scene will be placed in the *919* and the level then has a scene to create. Then, the scene scene to the *919*.



■ A few words of explanation: The *919* - the game design kit - is intended to be used for scenes in the program and you create a simple scene with a shot of the *919* button, then create a scene in the *919* and the scene will be placed in the *919* and the level then has a scene to create. Then, the scene scene to the *919*.



SHOOT IT YOURSELF

GRAEME ADD (wds) that the easy way to be a Games Designer is to do it yourself with Palace's Shoot 'Em Up Construction Kit...

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FUTURE SOUND

500

Listen up! RACHEL DECKARD goes for the phones and jacks into the best Amiga sound sampler around.

FutureSound provides everything you need to get started. For righty and lefty you get a hardware unit with left and right track phone jacks, 1/8" line in and out, and recording level controls. Below a disk containing the main controller software program, pre-recorded sound samples, examples and routines in C* and BASIC showing you how to use the sound sampler in your own programs, a 44-page manual covering all of the package's features, and a registration card. What you don't get is the track to connect your sound source to FutureSound, so that'll set you back somewhat. £3 more.

DOCKING THE MICRO

Getting started couldn't be simpler. You connect the hardware unit to the parallel port on the Amiga, hook up your Walkman or CD player to the phone jacks or sockets (depending on whether you want to record stereo samples) and load up the controller software.

Leave the software's running, you control everything with the status pad sitting on the function you want to act



■ The FutureSound 500 software is set for disk. This is what the sample looks like.

with the software you can later to any recording sounds, record and play back a sample, alter the rate of playback/record, select mono or stereo recording, switch the headphones like on or off, monitor the recording sound, a pop up allows you to adjust to get the right recording levels, magnify the sound sample a great select one of the four possible Amiga sound channels, select either chip or fast RAM (if you've got extra RAM you can have 16-page samples), edit your samples using standard cut and paste commands, and load and save your samples.

BOARDS ALL NIGHT TO US

FutureSound is a sound sampler's delight from the Amiga hardware to the efficient software everything you need is on hand. As far as the hardware's concerned we haven't seen anything better on the market. We tested it out with other sound sampling software and discovered it worked better than the original hardware every letter. FutureSound is built to a standard and the on-board recording-level control is a real gold bonus.

As far as software is concerned, FutureSound provides most of the features you could wish from this type of package with a few whistlesome. Although the featured beta provides the good interfaces into every function being easily accessible and relatively

excused. We've used better sampling software before, but if the bottom you too much you'll probably be able to use your old sampling software with FutureSound's hardware, thus having the best of both worlds.

The manual is an easy read although it may contain the complete news at first. Bad marks for not including an index, but this can be forgiven in the light of it being only 44 pages long.

In conclusion, we can recommend FutureSound without any hesitation to anybody wanting to experience Amiga sample/sound making at first hand. This is the best sound sampler package on the Amiga and although the software is rather primitive the hardware is first class. You'll have a great deal of fun and more than a touch of frustration along the way and you'll end up with results which can be used in your own programs, or other sound creation or composition packages. It's used to date, intended for the best use you need to manufacture a new record!

FUTURE SOUND 500

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SOUND IT OUT

Do you think you know your stuff and that too is a non-statement of the language of Professional Ltd.

FutureSound is an 8-bit sound sampler utilizing the Texas Instruments 18 bit high-speed analogue-to-digital converter.

FutureSound is capable of recording samples at a maximum rate of 44.1 k samples per second in mono. Unsurprisingly the Amiga can only record a sampled record at a rate of 32 k samples per second.

The 18-bit analogue input is designed to be used in conjunction with a low-impedance microphone (200-600 ohms) and the phone inputs are able to take a maximum of 14 volts peak to peak.

FutureSound can handle two types of 16-bit format straight off straight off a 16-bit or 16-bit stereo.

All disk file operations use the popular AMP (Amiga Multi-Platform Project) file system.

SOUND SENSE

We all see, but how do we hear? The Amiga sound sampler, and that it's capable of producing like the music. From the latest above mentioned to your favourite game engine, you'll have more fun and more samples. So what can you get to be the other? It's easy all you need is some hard work, software and an ordinary sound source such as a Walkman or CD player and you'll have to editing, recording, sampling, editing, and playing with the best of us.

THE COMPILATION OF EXCELLENCE



PRECIOUS METALS is a collection of four outstanding games from OCEAN. The games included are LORD OF THE DRAGONS, VENGEANCE, THE GREAT ESCAPE and THE GREAT ESCAPE II. Each game is a masterpiece of computer graphics and sound. Precious Metals is a must-have for any computer gamer.



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Welcome to Screen Play, the most authoritative games review section in any computer magazine. Every month we'll keep you bang up-to-date with the latest games news.

Why is it the definitive guide to Arnie gaming? Well, the magazine is edited by one of the most respected soccer teams in games reviewing. Every game is played by at least TWO people before a conclusion is discussed and decided. We won't judge a game on the strength of any number of demos, screenshots, or other variants. You'll be buying the games, you'll be playing them, so we want to make sure that you can buy in confidence.

THE RATINGS EXPLAINED

GRAPHICS

Good graphics are an essential part of any game. Is the picture in there, it should be good to the full. But it's also worth noting graphics are often necessary but insufficient when it comes to a great game itself.

SCORE

Win Arnie, you'll be the best thing you ever did for an. Graphics are important, right? But games and effects also come down to a game and good sound can greatly enhance enjoyment of a game.

INTELLIGENCE

Has the developer thought, do you have to put it in to play the game? All because a game's complex doesn't mean it's best. But a game with a high IQ will usually tell you, especially you'll have to think hard to get maximum enjoyment.

ACCESSIBILITY

How to play a game to pick up and play? How much time will you get from it? All you can bring about required facilities that are otherwise when you start to follow-up.

OVERALL

A game's value mark that takes into account price, value, ratings, plus all the other bits, like price, packaging and documentation.

THE TEAM

Andy Smith, who was with ACE right from the start, is a "weekend-warrior" games fan and one of our most passionate reviewers. He has, in his time, played in a thousand or more games, and is a professional in many games, and a professional. He's also played with the best of them, and has worked for Arnie, Arnie's Ace and ACE. There's never been a better idea of what makes a good game.

SCREEN PLAY

KICK OFF

FOOTBALL LIKE NEVER BEFORE



KICK OFF

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MICROPROSE SO

MICROPROSE £24.95 JOYSTICK

In a new old game, you'll find a new twist on the classic soccer game. In this version, the team selected first scores from either end, taking possession each time. It's not a knockout game, and it's not a

two-sides-of-the-game-for-rejection, substitute-free, style-free soccer game. It's a small, yet still big, old-style soccer game on a smaller pitch. The pitch is viewed from above and is only in all directions with goals located at the end corners of the play area.

You can choose to take part in one of eight of the different World Cup finals, via a league or knockout. Ready before the start of each match, you'll see a list of all your team's members, which the player controls to lead your mighty team. Each player is assigned a name for both types of play, with two or more players able to take part in all but the challenge.

During the game, you control a single player and will find teamwork between team members can be



MicroProse's control in MicroProse Soccer and Soccer on the left

Much like the name *Acid*, and the chaotic and mental images of quality-fuel video-playing sessions all join into the average game player's head. This strategy is not entirely fair — because *Acid* has released some great titles in the past, including *Starling Grand Prix* — but perhaps *Kick Off* will go some way towards changing Acia's image in the public eye. It's the first in what promises to be a strong range of products coming up over the next few months.

As you might guess, *Kick Off* is a football game. One or two players can compete, each controlling a full eleven-a-side team

during games of between ten and a full twenty minutes of real time. All the action is viewed from above and you control the player in the best position to get at the ball (the character under control is highlighted by a black line). The game has been designed so that players automatically divide the ball whenever they come into contact with it. Shots or passes to another player simply require a tap on the fire button, and the longer the button is held down, the higher the ball will go.

Because of the shifting 'it's tough to get used to' forming with the ball, so for the first match or two you'll end up looking the best



It's all so straightforward in *Acid*, can't you see there just is every little thing!

GRAPHICS AND SOUND

Terse, snappy and animation compliant, the graphics and the sound effects (shots, crowd reactions and ball being kicked) or kicking off the pitch) add bits of atmosphere. Traffic, that!



Let the goalkeeper managers be good, the ball just the best...

fell away the pitch is completely the wrong direction! You can hold the fire button down before making contact to trap the ball and turn in any direction you wish, that's inside the button to kick the ball. This makes things easier, but by using advantage of the position you've got for or each better shape to play against someone who's trying to beat you.

Once satisfied with the controls, you can choose to play a single game or to compete in the league (20 players and the computer can have their ball ever recruited from International class, right down to Sunday League).

There are eight teams in the league (so up to eight people can compete) of each (although a different team) and each team has a different playing style and skill level. For example, West Germany tend to tackle heavily (not always to their own advantage) while

France are extremely fast and very nimble! A cue is shown at the start of the match to determine whether you play as the pitch (shown) is down. Then you select a lineup (4-2-4 for attacking play 5-3-2 for defensive) and to go and don't straight into the match.

Acid have really done the goods here. *Kick Off* is the best football game on the Amiga to date and should be in any game player's library whether his or she is a fan of real football or not.

Andy Smith

GRAPHICS	8
SOUND	8
INTELLECT	3
ADDICTION	8
OVERALL	81%

SOCCER

GRAPHICS AND SOUND

No cartoon graphics, but they move nimbly and are not very well animated. The scoring is not as good as it should be when in this round (big and small) team out to small and spaced. There's a lot more in the way of music, physics and effects. But in *Kick Off* which are good with the exception of a slow tackling effect.



It's all so straightforward in *Acid*, can't you see there just is every little thing!

GRAPHICS	8
SOUND	8
INTELLECT	3
ADDICTION	8
OVERALL	87%

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The Voyager II space probe launched in 1977 on an endless journey through the universe, is picked up by the evil alien fleet fleet and the information on board guides it into various levels in our solar system. They prepare to invade Earth using the ten moons of Saturn as a temporary base. Our hero Slappers, a prisoner returning from a 10-year term of solitary, investigates Extraterrest, decides that only he can save earth by destroying the fleet before single landing and mount at a time.

Starting at the moon of Janus, the player takes on the role of Lyle and has 80 aliens per moon to blast in this 3D Saturnian space tank showdown! You view the alien fleet from the cockpit and are armed with a front firing gun and a couple of atomic bombs.

Easy points and weights making otherwise a complex 3D game that allows the tank to coast wings and fly around the atmosphere handy for destroying

GRAPHICS	8
SOUND	4
INTELLECT	3
ADDICTION	7
OVERALL	70%



VOYAGER

OCEAN £19.99 JOYSTICK OR KEYBOARD

Using alien's can be picked up near progress through the moon the enemy get tougher and smarter. For example Squanders which appear from moon two onwards can only be destroyed by dropping at orbital bands in their vicinity. Unfortunately, there are

always more Squanders than you can handle, so a quick tactic analysis is called for.

As a 3D showcase it's one of the best around. The 3D graphics are slightly jiggly but are at least fast. The title music is far more interesting than the space

theme itself. Although losing interest factor because the task tends to get repetitive, the latter challenge of working out how best to deal with the tougher enemies remains, and with 800 to blast you won't look a dummy.

Andy Smith

VINDICATORS

DOMARK/TENGEN £19.99 JOYSTICK OR KEYBOARD

Destruct launch the new Conquer level on which three major alien worlds' civilizations will appear for three years with this space-battle shoot 'em up for one or two players.

Controlled as 50 full strategic battle tank, the player must eliminate each one of 14 multilevel base stations, land to conquer earth by the evil alien Tengen Empire by finding and destroying the control centre of the heart of each station. To reach the heart level the player must locate and invade new enemy.

Each level is defeated with tanks and mining tanks, but to make your job slightly easier a number of star symbols (jigs) on the floor can be collected and traded for goodies such as increased shot power, speed and

shield strength. Unfortunately, the tank is very sluggish so you'll also have to collect fuel canisters after bombing a control centre the player enters a bonus room filled with goodies to collect.

Good controls don't always make good computer games but Vindicators does. The view from almost directly above perspective works well and the sprites and backgrounds are

great with the explosion work of particular note. Sound is well represented (except lasers are weak). Redactors is an out-of-the-ordinary map (cover-up very addictive and playable especially when played with a friend). This is a good start for the Tengen label let's hope everything that follows in the future is just as good.

Andy Smith



With four players' tanks on the wall, there's never fuel up for goodies.

GRAPHICS	8
SOUND	8
INTELLECT	3
ADDICTION	7
OVERALL	81%

AMANDA POPPANT BY



It happens that floating bodies have abilities, because if you jump onto that balloon on the right he would give you a few points.



It here you have taken to the balloon and you observe, follow the green arrows which will lead you through your target zones.



It will observe and following the arrow. There's managed to change your face and even for bombs, which results trouble the balloon.



It Once you've obtained the balloon it's just a simple start step before you can receive your friend and progress in the next level.

The Japanese have some really great ideas if you're looking for a game to play. Super Mario Bros. is a game that has been captured and copied very successfully in the computer.

Another very easy idea is to have a little yellow four-legged animal with white feet that shoots around eating things that have been captured and locked in cages by a ball of water. It's a world of the ancient and the modern. In Super Mario Bros. you have to play the exciting game of Mario.

It's like you haven't guessed already, you control the yellow bundle of fun in this amazing platform game that has a status miles away from Bubble Trouble and Super Mario Bros. The screen is divided into two main areas, and there are five levels to play through each level made up of four sub-levels with the fourth sub-level guarded by an enemy level that will destroy before you can progress.

Again as if you'd not guessed the sub-levels are guarded by a bunch of wall you can't really call them walls, because they appear to be little boxes and circles that contact with them will cause you to lose one of an extra three lives for whatever you're armed with a small box, look what the arrows at the balloons to look and move? Well you might have known that! There are also other weapons including bombs.



and then to be allowed to shooting certain bubbles that bubbles simply turn into pieces of fruit, which are collected for bonus points. Some bubbles are back though so keep an eye on it always their state.

As well as the balloons there are objects in the scenery that can kill you such as spikes on the floor that must be avoided. The levels (and sub-levels) get progressively harder and usually start causing in for example an sub-level three your chain is caught on the right side of the level if there's no objects on the left getting to the end will also realize that will cause a thing you can shoot to be destroyed that that level without passing the balloon. They live on their top side an empty balloon and guide it out.

THE NEW ZEALAND

OCEAN £24.99 JOYSTICK



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to be by. But the Kiwis can go over a hump and tumble you into the ground to below!

Another problem is the time the Kiwi spends on a screen looking and a big "hump up" sound comes on. Ignore this warning and a small Time Devil appears and prongs you with his trident the moment one of you dies.

New Zealand Story is an exciting game and at first you'll think you're far too old to be playing such a game. But you're not. This is an excitingly addictive game, but the difficulty being has been set just right, increasing your determination



to succeed. In the end of each and every level Green Kiwi takes a great victory and produced a wonderfully good soundtrack which you will no doubt find yourself listening to time and again.

Andy Smith

GRAPHICS	8
SOUND	8
INTELLECT	8
ADDICTION	8
OVERALL	84%



It's that Kiwi who's the master as you master your way through.

GRAPHICS AND SOUND

Take by colorful cartoon sprites that are beautifully drawn and wonderfully animated and backgrounds that are highly colorful and then play types that play throughout and you get up with a great-looking and great-sounding game that happens to be extremely playable too.



NEW ZEALAND STORY

Picks of Canada legend come in the world of ice hockey, but still virtually unknown in the US. That's Wayne Gretzky in North America for his achieved the sporting god status reserved for baseball's and Danny Thomas' over here.

Like most soccer games it's viewed from overhead. The pitch is about two screens wide and scrolls horizontally as the puck ripples from end to end. While not visually stunning, the display is functional because you can always tell exactly what's going on.

As with most American sports games this one features statistics. There are whole screens full of information and options, which are useful on the coaching side because you can alter everything from individual players' attributes to the "line" (best described as preset team line-ups for particular situations attacking, defending, taking penalties and so on). You can split to control a player, coach both or neither. The coach decides which team to play the strategic side of the action.

On the ice you control one player at a time but can switch between any of them except for the goalie. All the rules of ice hockey must be obeyed, so there are penalties for tripping, hooking, tapping, cross-checking, elbowing, high-sticking, hooking, slashing, slashing, slashing, and anything else violating it. You can also have lights and instant replays to add a bit more realism.

Options allow skill levels, and playing time to be altered a match against the professionals is the ultimate challenge, and no more preparation. Starting at the most basic level the game's very easy to play, but has hidden depths of strategy. To begin with you can fix the ice and create stars around during the game.



GRETZKY HOCKEY

BETHESDA SOFTWARES £24.99 MOUSE OR JOYSTICK

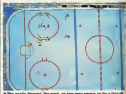
but like on there is more subtle: not to be denied from it through gaining experience of watching lines and learning tactics.

In the long term, most reward can be obtained from the process of creating your own teams. Each of the teams has ratings for 13 different characteristics, and once the players are defined they can

be arranged into lines of your own choosing. As well as changing them, the players can be made to operate certain pre-arranged plays. To try to gain the upper hand, all in all, the wealth of detail with depth to an already good sports simulation makes a case for the better ones currently available.

Bob Wain

GRAPHICS	5
SCORE	5
INTELLECT	4
ADDICTION	6
OVERALL	70%



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D with gestures, letters and other handy things have written the word for letters and it seems that only letters the word can save the words from complete disaster.

Only problem is, Adams noted out of the rat race some time ago. He now lies alone with a mountain and to a hard, hot laser to receive visitors. So the first task in this system-driven adventure is to guide a party of six to find their way to Adams and ask for help.

The screen is divided into three main sections. The top left is given over to small pictures of the various locations. The top right is where all text messages and game messages disappear. Adams and the bottom part of the screen is where you spend most of your time that relates the adventure.

The keywords offered for later use depend on the characters in the party, their current situation (they might be in the middle of a battle or preparing to camp for the night, for instance) and the location. So playing the game is



The Party

Adams	Adams	Adams	Adams	Adams
Adams	Adams	Adams	Adams	Adams

language are not on anything, but the screen is lit up, and you can't figure out what the screen says. Adams says, "Adams says it's a trap," and Adams says, "Adams says it's a trap."

"The girls in the mine," I said, putting her and me together. "But from where?"

"That is a simple question," Adams replied. "I was... interesting, we would be 'the girl' as per it to me."

"To better still," "What do we do now?" Adams asked. Adams said, "To everyone's surprise, a road gate appeared, pointing side before us."

Delicious Commands

Enter	Inventory	Cart	Examine	Bell Signal
Esc	Inventory	Drop	Inventory	

When you're on a screen, even the most surprising rule can seem so low. In fact, if the party should wish to enter the cave, the option keyboard must be selected in the bottom left-hand corner.

JOURNEY

INFOCOM/ACTIVISION \$39.95 MOUSE AND/OR KEYBOARD

GRAPHICS AND SOUND

The small pictures are adequate, but not nearly so clear as they are in the other parts of the game. The lack of sound does little to detract from the game, however, so don't let it put you off.



Picture a member contribution.

very easy and consists of simply reading the messages and deciding what actions to take.

Once you've found your way to Adams's mine, the adventure really starts. The quest involves searching through the labyrinth of Devious, Dark, Mephitic and other creatures both far and foul for seven sacred artifacts that will enable the wizard to fight the Overlord. Progress is generally rapid if a little confusion sense is applied, but if you're completely stuck the message appears at the end of the game field at screen that you should have taken.

Altogether, *Journey* is good for the keyboard system's simple

and easy to use and the graphics are all very logical and intriguing. It obviously won't appeal to hardcore shooting fans, but anyone who likes games that require thought input will be rewarded with many hours of enjoyment.

Analytically

GRAPHICS	7
SOUND	N/A
INTELLECT	5
ADDICTION	5
OVERALL	62%

MAYDAY SQUAD

THESOFT \$19.95
JOYSTICK, MOUSE OR KEYBOARD

International scenarios are a wide berth especially when they take control of foreign embassies and therefore to have them up. Luckily for customers the Mayday Squad is free.

As the Squad's commander you must direct a team of three team member operators in a certain area such as equipped or communicated who explore the floors of the embassy, shoot any terrorists before they score too many hits on the team. The aim is to rescue the ambassador's daughter and free the president before guiding their safety to the end for capture by a helicopter at within a long limit.

Each room is well drawn with a first-person perspective and the graphics are of very high quality although repetitive. Sound effects such as machine-gun fire and



explosion. The interface is simple. All in all, with plenty of backup to shoot and plenty of sound effects, it's a good game for anyone who likes a challenge with a little bit of strategy.

Analytically

GRAPHICS	7
SOUND	6
INTELLECT	5
ADDICTION	5
OVERALL	67%



GUNSHIP

MICROPROSE E24.95 JOYSTICK AND KEYBOARD



Creating a pathbook on a short mission is just one of the things you can do in Gunship II.

GRAPHICS AND SOUND

Sound is stupendous. The attack helicopters sound more like a drill bit chugging up a screw-hole than the real thing and explosions aren't exploding. The graphics are flat and smooth though and are certainly very colorful. Take the flights, get everything set, realistic and believable for some of the more hazardous missions, and you'll find that Gunship is action-packed enough to keep you coming back for months.



Preparing to attack an infantry camp.

If cyclic and collective aren't absolutely nothing, then the choppers are yours when all set and you've squared a helicopter. Right now, in a real helicopter, the pilot uses two pedals: the cyclic, which controls the pitch and roll of the rotors, and the collective, which controls the angle of attack of the rotor blades, or governing the lift.

In Gunship II—a simulation of the American AH-64 Apache helicopter—the player uses a joystick to control the cyclic, and the keyboard to control the collective. There are a number of missions to attempt set in various parts of the world and with different time slots of the American or Soviet. As with most games of this nature, things straight into missions is not a good idea until you've got a sense of the game, confidence about the controls. Fortunately you can learn things slowly in your leisure when training, for example, by making un-dramatic missions possible or increasing collectables.

Once you're competent, it's time to attempt a mission with a difficulty level equal to your ability.

Taylor a whole range of weapons, to choose from including guided anti-air, Hellfire missiles, 70mm rockets and a 30mm chain gun. The cockpit is equipped with all the latest gadgetry, including DAPS (Display Acquisition and Designation System) and radar, and advanced warnings and gauges.

Missions usually feature both primary and secondary objectives, so if your cockpit isn't shot to pieces on the first, you can go for the second. The Apache is pretty unmissable, so can take a little hit without crashing into the bush, but it's still vulnerable so it's always advisable to land at base to repair if things start to look bad. Should you complete a mission successfully, the chances are you'll be awarded a medal and maybe promoted.

Gunship has plenty going for it: the missions are numerous and varied and it's high on being interesting. The politics are debatable but if you're not worried about repeating goals, you'll find the game interesting, challenging and packed with action.

Andy Smith

GRAPHICS	7
SOUND	7
INTELLECT	7
ADDICTION	7
OVERALL	87%

CIRCUS ATTRACTIONS

GREEN GOBLINS €19.99 JOYSTICK



PLAYER

Following Grand Wonder Slam, a multi-center set on another world comes Golden Goblets, latest offering a multi-center set in the big top.

There are five events in which you and a friend can participate. The first is trampolines, in which you have a couple of minutes to bounce around performing for need and backward somersaults in order to express the crowd and to score points in fastplay mode, each player controls a character on his own trampoline, but when one player starts a somersault the other follows.

Having had a couple of the bouncing, you can turn a leg to tightrope-walking. The task here is to help Olga balance during her diagonal walk across the screen

by moving the joystick in the left and right. If things are going well it's possible to attempt tricks such as scissor kicks, handstands and backward somersaults, each completed trick earning points.

Sanew the tight-rope and it's time to try your hand at juggling with up to six items (balls, clubs or balloons) laid on the foot and the occasional basket case. As it turns out though, a single clown using a mallet-like occasionally attempts to run you down, so it's a good idea to jump in the air at the appropriate time and so avoid him!

The penultimate task is quite likely to be the most dangerous: knife throwing. Just the procedure is up on the wheel to which is securely fastened a various young help then take levels from



It is a circus! (Left) (Right) is a screenshot of Golden Goblets from the video.

the obligatory acrobatic assistant and too them at the wheel trying to miss the girl if at all possible. Curiously the assistant is more fun-friendly and will sometimes try to hand you a stack of dynamite which explodes if you missed it (thus ending the game).

The final track involves three clowns and five scenarios. The player must guide each clown in turn as they jump from one pole to the other, avoiding a ghost that appears between them and collecting any bonus points by catching various obstacles that appear above the clown's head.

The events all require practice to achieve a good degree of competence, and some events are

definitely tougher to master than others. None of the events has outstanding gameplay so Circus Attractions comes across as a pot pourri of mediocre games that tend to feature more than one item. The fun improves if you play with two, but not greatly.

Andy Smith

GRAPHICS AND SOUND

Graphics: Excellent (4.5/5) The graphics are very good, and the sound is very good. The graphics are very good, and the sound is very good.

Sound: Excellent (4.5/5) The sound is very good, and the graphics are very good. The sound is very good, and the graphics are very good.



GRAPHICS	4.5
SOUND	4.5
INTELLIG	3
ADDICTION	1
OVERALL	3.4

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TARGHAN



Targhan

Targhan is a 3D action-adventure game set in a fantasy world. You play as a warrior who must defeat a powerful dragon and save the kingdom. The game features a rich story, detailed graphics, and a variety of weapons and spells. It is available on PC and PlayStation.



Silmurils

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Ready for the start of a race? The requirements are: you've read this issue, you've bought the floppy.



POWERDROME

ELECTRONIC ARTS \$24.99 MOUSE OR JOYSTICK

Not many games have been written that fully exploit mouse control instead of the joystick. *Virus* and *Foxes Formula One* are two that spring to mind. This is another one for its collector, in which the advanced control mechanism is matched by the stunning realism of the game.



Imagine racing a jet fighter wing glider that also undergirds, flaps and turns wildly and can face diving with you are now enjoying this game. It's a technical sport that is far more

demanding than anything on two or four wheels, or any flight sim that only are you required to locate the tortuous courses, but you'll find also take on computer opponents or another player via a dial-up, at the same time.

There are seven tracks, the longest of which is a blast over all the rest, and much more complicated. You must fly around the tracks as quickly as possible, trying to avoid the walls and other ships. This is made easier to start with by using a control mechanism which attracts the ship back to the



At the start of a race, it has adjustable strengths that can be gradually turned down as you learn the intricacies of the course and how best to fly them.

middle of the track. It has adjustable strengths that can be gradually turned down as you learn the intricacies of the course and how best to fly them.

Each track is on a planet with its own atmospheric conditions, oxygen amounts in support of the ship must be filled with the appropriate liters. This is complicated during races by rain or other complications that require parabolic liters to prevent angle failure. The ship also has other adjustable features such as the fuel type, windows and brakes that affect its performance.

There are four other races in different areas and contact with them at the track will damage the ship. Too many accidents will affect the handling or instruments in order to prolong repairs or to refuel the ship has to be



Selecting a new world to race.

refuel in the pit which takes up valuable time so careful flying is just as important as speed.

After a few days, practice this is a technically demanding game. Initially, the odds in flying into a pit, but once you are good enough to get rid of them it is a unique experience. Not only is it worth spending the time to do things with it will remain a classic for years to come.

Bob Ward

GRAPHICS AND SOUND

Technology isn't said to graphics get a marvelous feeling of immersion. This is complemented by excellent presentation and demo modes that make delightful viewing and listening. The 3D graphics are detailed and lifelike. Engine noise and mechanical sound effects are of an excellent quality.



The ship returns to the pits.

GRAPHICS	9
SOUND	9
INTELLECT	9
ADDITION	9
OVERALL	92%

RAMPAGE

ACTIVISION £24.99 JOYSTICK AND/OR KEYBOARD

Gorgey Linn and Ralph were the sort of names you'd imagine someone taking a remarkable resemblance to King Kong Godzilla and the Wolfman would have, but

they're determined to smash their way through so many of America's finest cities as they possibly can.

Controlled both the Budy Midway console, the game can handle up to three simultaneous

players — each controlling a monster — and when you're not fighting straight at you unless the idea is to destroy a set number of buildings by climbing up and pushing, unleashing great falls at them.



It rams against the skyline, and wireless games progress for destruction.



It grows the game to looking for trophies.

Obviously the claim will to defend themselves, so the army has been called in and doesn't mind shooting or taking shots at you — and you are little bit. Every 10 you take returns you to arena — placed in the form of a horizontal bar at the top of the screen — and once it reaches zero the game is over. By getting the happening, longy levels but are cheap as many people as you can which considers you as end.

Rampage is a fun game to play. The controls are fun and so are the backgrounds. It's a little basic, and the sound effects are reasonably good. The game itself is simple, intuitive, and what those of you are playing it once upon playing's name, but don't expect it to keep you playing for months on end... (see it over)

Andy Beale

GRAPHICS	5
SOUND	5
INTELLECT	5
ADDICTION	7
OVERALL	70%

The French believe in doing it to best to become cute phenomenon of the year showing with today's feedback for Gusty, Tang, Pops and Fuzzy and Robbie. The first is a to and not a (skewer) whole collection of it is to have fun the past by coming over them from the simplest of concepts are considered 39 fun levels.

The first are led out across whimsical-looking levels packed with other features, the most memorable among which are the creatures that appear from portals and are lost when you're up.

Yes, that are covered in cut in Sketch travel only and why exists or dissolve can also cause problems for the weary fortunately you can shoot the creatures, and pick up useful power-ups, along the way which

SKWEEK

LORECELS £19.99 JOYSTICK OR KEYS

include numerous bonuses, more speed and extra lives and things.

On the whole, the game is thoroughly enjoyable because it's so easy to play and yet has lots of

variety in the levels. As you reach space from a galaxy game the graphics are very colorful, making you feel that are relaxed and fully absorbed. Some concepts

is a repetitive, really nice usage throughout and plenty engine effects. The fun might not last for long, but it's great when it does.

Rob Jones

GRAPHICS	7
SOUND	6
INTELLECT	5
ADDICTION	7
OVERALL	70%



It travels, the galaxy-themed control change, runs into a deadly spider.



It hits in Skweek's Skweek, doing one of the computer work.

AFRICAN RAIDERS

TOMAHAWK/COYTEL VISION £19.99 JOYSTICK

Strip yourself in and take part in the African stages of the Ford-Coyote legacy of the Pan-Am software house Comshare.

There are four stages in the game the idea being to make it from Point A to Point B in the shortest possible time any which way you can. There's a roadway to follow should you so wish marked out with old barrels but it's twisting and the other roads tend to stick to it or pass times

and be slow. To be in with anything like a chance of winning you have to venture in occasionally which is where the problems start.

The stage is full of hazards barrels from last year's race, kinds of moving barriers and wild sand dunes/valleys (barriers by slowing you right down but fortunately you can simply switch from two- to four-wheel drive and crossing the sand becomes much easier, though still slower than before) and on top of that

To help you complete while you're off the back there's a digital compass in the dashboard. There's also a fuel gauge and an odometer (powered by transmissions from a recent Volkswagen giving you a good reference which enables you to follow and plot the course on the map supplied with the game. All the instruments are vital to successful completion of the stage, but they can get broken if

you smash your car up too much and it's fairly difficult to repair with no replacement or spare being a game resource.

On the approach to the finishing post, help if you get lost follows the track to the left or you simply get topped from the car's speed and you can get out on the real stage.

The perspective used is good, the game itself is very fast a little too so good gameplay but it's not the most exciting of racing games and offers little new apart from the map-reading aspect and a couple of new hazards. 50% of wellworth a look.

Andy South

GRAPHICS	4
SOUND	7
INTELLECT	3
ADDICTION	1
OVERALL	62%



It Matters with where for the chequered flag at the start of a stage.

GRAPHICS AND SOUND

As you might expect from the French, the graphics are of a high standard. Colours are vibrant, the terrain is full and detailed, the sky and the clouds being decent, the barrels and the backgrounds are all good. So it is of a standard that is quality helping to make this an extremely well worthwhile and satisfying racing game.

It's flying over rough ground and the camera.

CLASSIC INVADERS

SUPERNOVA SOFTWARE £14.95 JOYSTICK OR KEYBOARD

There's nothing new we could tell you about Space Invaders so unfortunately for Supernova that



It looks like it's classic Invaders.

only means the conclusion. The problem is this version makes special things clearly even when

there's only one left on screen, the rainbow detector is always lit, and you take out either a whole bullet's worth or absolutely nothing so that for how many times you fire and the sound is heard all times off. Being a classic like this to the fringe is not such a dumb idea after all if

you and always will have a place in the hearts of most computer gamers. But to produce a version like this and expect people to buy it is shameful if you really want to play Space Invaders, there are many better PC versions which all enable you, rather than make you talk yourself and crash straight like the rubbish one.

Instead of buying the you could grab yourself a copy of the PC game Amiga Invaders, given away free on the cover of

Stylebits Format Issue 5 a free PC Give Number 120

Andy South

GRAPHICS	1
SOUND	1
INTELLECT	1
ADDICTION	1
OVERALL	5%

CastleWarrior



Your King
has been Poisoned!
You have one day
to find the Antidote.

FOR STARS ST AND AMIGA



DELPHINE
SOFTWARE

NAVY MOVES

DYNAMIC/ELECTRONIC ARTS £24.95 JOYSTICK



GRAPHICS AND SOUND

The graphics are good and the music atmospheric. Backgrounds are good too. Some effects are rather nice if however what a game is all about and sound departments don't compensate for the lack of good graphics.



1 Point Four inside the submarine.

Put on your flippers and snorkel and make ready with the Hammerhead and harpoon gun. You won't escape the death and destruction time.

The 19544-squad submarine must be destroyed and it appears you're not the person for the job if you can get there. Like Dynamix's earlier game *Army Moves* it's a two-part, action to the second part being denied until you complete the first part and receive an access code.

The first part is also sub-divided into smaller sections. At the start of the game you're on the surface of a very choppy ocean in an inflatable dinghy. You're to come a lot of miles that are little more than a boat's length apart. Then you control enemy commands as get into harm's where the harpoon gun comes in because if these guys shoot or crash into you one of us lives it too.

Get past them and it's time to dive in and take on some really thick and mighty things. These are all small fry compared to the final stage though, when you chamber made a bathyscaph to take on first an octopus and then a large manta ray.

The second part is a submersed platform game set inside the sub, during which you must place a bomb in the reactor and escape. Unfortunately it's not easy to move around the sub without the assistance that officers carry to you with their own submers.

The game differs from *Army Moves* in the scenario only. *Navy Moves* too has extremely difficult gameplay to the point where it spoils your enjoyment rather than increasing it. It's incredibly tough and for the first part at least, the game is simple, unimpaired out.

Andy Bell

GRAPHICS	8
SOUND	8
INTELLECT	8
ADDICTION	8
OVERALL	8.5

SPHERICAL

RAINBOW ARTS £19.99 JOYSTICK

Remember Johnson's Key? If you do, this is a lot like it if you don't, well, the aim of this 'tetris-like' game is to ensure that a ball runs down to a certain part of the screen by building blocks over-rides in another set of blocks that already cover the screen.

There are ghosts in some magic patterns to collect and some 200 different levels to complete. There's even a simultaneous two-player mode which you may find useful because on a lot of the screens, you have very little time to think about where the ball will



1 A Spherical problem: the ball must cross the bottom-left, but how?

roll over it slowly or whether it will fall down the wrong holes. The laws of gravity are slowed here, so if the ball lands on the floor there's no way of making it roll

until it's the wall again unless you are lucky enough to discover a gravitation switch, which will simply reverse the gravity.

The control is awkward but the game's fun to play and although it's amongst its quite a mental exercise, it's 200 screens to complete it's fairly to keep you busy for some while.

Andy Bell

GRAPHICS	7
SOUND	7
INTELLECT	7
ADDICTION	8
OVERALL	8.4

TREBLE



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BALANCE OF POWER 1990



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ELITE



DUNGEON MASTER

BALANCE OF POWER 1990 MINDSCAPE CD-ROM

The current zenith of strategy games and probably the only game ever to be reviewed in the New York Times. It's more than just a game. It's a thorough simulator of global politics between the USA and USSR. The attention to detail in introducing life during the year will probably save more about world politics than most politicians do.

TIPS

Striking a balance between survival and scoring points is the whole art of the game. Factors to bear in mind are: a surplus of resource production and income helps lance later. The advisors are a good general guide, but the hard decisions are all yours.

CHALLENGE

The Multi-Power Level is extremely complex and a match for anyone.

DENARIS RAINBOW ARTS CD-ROM

Unwieldily-looking shoot-em-ups don't come any better than this piece of Denaris' genius, which features some of the best blasting graphics ever seen and gameplay that's not the most demanding of players. Scores over 20 million in the variety and deliciousness of the alien attack patterns. Satisfying a death and the loss of all children of weapons does not necessarily herald the end of the game; it is still possible to battle through, although much tougher. The mid-level gamblers are varied and tricky, the hardest being the most stock speculating. There are enough levels too, to keep even the most hardened trader happy.

TIPS

Static attack patterns mean most viruses can be wiped out easily by correct positioning. Beware the weapons capsule with the yellow block as it removes the score count, leaving the ship vulnerable.

CHALLENGE

Survive through three levels without collecting additional weapons.

DUNGEON MASTER MICROSOFT CD-ROM

A masterpiece of atmosphere and gameplay that had appeared on

BEST EVER!

We proudly present our Top Ten of the best ever games: so good that there's eleven...

the 87 and is, sadly, only available in a one Meg version. Last a party of adventurers through fourteen levels of Lord Chaos's dungeons fighting off hordes of vicious monsters and solving some very tricky puzzles in an attempt to rescue your master's Princess. Scored graphics and sound effects bring heaps of atmosphere to a thoroughly addictive game that'll have you on the edge of your seat the whole time. Worth buying a second copy for...!

TIPS

Use some of the more vicious monsters you slay, and bring the blue healing items on them when you fight.

CHALLENGE

Play the game from the start without missing it to you go.

ELITE PUBBIRD CD-ROM

This classic space trading combat game is still the best of its kind. Starting out with little money in a simple shop you have eight galaxies to explore. Daylight and night and dawn as you shuttle goods from planet to planet, trying to earn money to repair your ship. Whether you choose to operate within the law or outside it is entirely up to you, but whichever path you choose, a dogfight is just around the corner and the enemy ships take no prisoners! A believable game world, terrific gameplay and as big a talk as you'll find anywhere. An absolute must.

TIPS

Type "BANK" when first prompted for the starship's name. Then enter the correct code. During the game press " " for bring up the

trading screen, and then enter the following letters:

Alpha	Numeric	Result
10	01	Abolition
10	02	Location
14	01	Location
18	01	Dash
09	05	Whores 1
07	09	Whores 2

CHALLENGE

Play the game without the aid of the stock charts or a docking computer.

F-18 INTERCEPTOR ELECTRONIC ARTS CD-ROM

A solid 3D combat flight simulator with the emphasis firmly on combat. There's a host of weapons, both within and outside the cockpit, and boxes of missions to complete, some of which are very difficult indeed. The overall game interface is great and the attention to detail superb. The graphics and sound effects are both tremendous, and the game can't be overpriced. Everyone should get at least one combat flight sim on the PC, it's still the best.

TIPS

Be careful not to always target the mission briefing!

CHALLENGE

Experts should be able to complete a mission without using missiles.

HYBRIS DISCOVERY GAMES CD-ROM

Some of the hottest, latest and most frantic arcade action you'll find outside the arcade. It's by a heavily-armed specialist

through at alien fortresses, blasting ground emplacements and any alien attack ships that are foolish enough to appear on the wrong side of your laser cannons. As you progress, you can pick up extra weapons to help the alien-wasting race finish the game.

TIPS

Remove the light systems of the alien star attack waves as fast as you can until they're so close that they appear. Ground emplacements can save you continued to in time if possible. Watch them to avoid the slightest delay.

CHALLENGE

Similar to their level, without touching the ground emplacements.

NEBULUS

REXBERG C19-00

To reach more than just a distal level game for a unique reward that adds both the meat and the bones. The crucial feature is the setting, in the mode of a site on a remote of towers that revolves as your character moves around them. There are an immense of truly unique throughout the game as you struggle to reach the top of the towers, rather a twisted and twisted looking into the water. It's a magnificent view, superbly modeled, instantly addictive and with enough difficult levels to stretch the mind.

TIPS

The most important thing to learn is the timing of the appearance of the incoming alien. It's in rhythm to see a useful bit of sudden stop that out for areas where being knocked down by the alien is vital to progress.

**CHALLENGE**

Complete the first three towers without being knocked down once to earn a 100% achievement bonus.

POPULOUS

ELECTRONIC ARTS
E24-00

A unique resource but with all the essential ingredients needed

to ensure instant classic status. The play the part of a alien being managing a race of people living on a small world. Unfortunately, there's also another alien living within the computer as a threat. Try to look after a real user because the world is too small for both races. You have to go. And that's where you come in. By helping your tribe to settle build a civilization and conquer new ground, you gain the power to make a whole genus of natural disasters upon the opponents' people. That helping your tribe and increasing your power still for the first a thousand words to conquer. Paradise is destined to keep you playing for months and years to look to enjoy every minute.

TIPS

Following the opening presentation in the same spot several times is very effective. Keep building new settlements for your people throughout the game. Cover the key to the game is observed from setting. If this is too comfortable and have lost the inclination to explore, reduce the size of a settlement until it's too large to hold the population. The settlement will then kick someone out to explore and settle new territory.

CHALLENGE

Play three consecutive worlds without using any of your three powers or technologies, unless used together, to reach someone or any of the other acts of god.

THE SENTINEL

REXBERG C19-00

Exciting and compelling strategy game played over the cinematic surface of a planet controlled by the Sentinel. Constantly you must absorb energy while trying to prevent the Sentinel from absorbing yours. A clear base and a fast trigger helps you both vital in the original and huge - ten thousand landscapes - game.

TIPS

Remove all the sentries and position yourself right next to the Sentinel. You can absorb her whenever you wish then, while her's turning slowly toward you, remove the land and absorb any extra mass and the fire. As soon as he starts scanning you simply absorb him and he's not place.

CHALLENGE

A complete 100% achievement would be to win a landscape without taking out any sentries.

SUPER HANG-ON

ELECTRIC DREAM
E24-00

The best riding game on two wheels since that a matter for any of its four-wheeled rivals. The rolling road adds realistic every stage is accompanied by delightfully scenery. The racing engine sound great and the music is excellent. Facing is perfect light along time levels make writing a very difficult proposition. The mouse controls a delightful too.

TIPS

Keep your finger on the accelerator and get well. OK you do need to slow down occasionally but sticking into corners is really help.

CHALLENGE

Complete the first five-stage course without a falling ball.

VIRUS

REXBERG C19-00

State-of-the-art 3D graphics and a superb control system are trademarks of the Virus from Epic's studio. Good. It's a little bit of a challenge to play with a little practice it's one of the most addictive challenging and enjoyable shoot-em-up ever created. Stop the virus then enjoying the beautiful rolling patchwork landscape by entering every one of the many types of enemy craft to plucking clouds of debris. The graphics are stunning, the sound effects are superb and the gameplay is controlled.

TIPS

Moves are perfect - use them only to take out structures and systems. Just by lowering low over the water you can see the shadows of incoming attackers and their support units. Along with the sound cues, this allows you to maneuver and thrust at the right time to gain a height advantage and attack. Take out bombers and missiles first because the land-based bonus can earn valuable extra lives. On later levels, try to crash just before the points start raining or you will not be able to while they are round.

CHALLENGE

Destroy all the scanners on Wave One and then get to Wave Five. The new land-based flying band High-scoring first should have a crack at getting to the third and escape and scoring 250,000.



HYBRIS



POPULOUS



THE SENTINEL



SUPER HANG-ON



VIRUS

4 GO MAD ON A COIN-OP

Win US Gold's Gauntlet II coin-op worth over £2,000, plus heaps of US Gold sweatshirts and games.



A dream come true for arcade fans, your very own coin-op. It's no ordinary coin-op either, it's the smash hit Gauntlet II. That's not just one of the top player scores, but the players playing and cheering around together. Your friends will love you for it.

As if a 16-player arcade machine wasn't enough, US Gold are also giving away 20 sweatshirts and 20 games as winning prizes. Each of the 20 subscribers will get a sweatshirt and a US-Gold game of their choice.

Gauntlet II is a video game that combines hectic, bloody action with lots of level exploration and puzzle co-operation. It's a terrific arcade experience, not to be missed.

To be in with a chance of winning this fantastic machine or one of the 20 other prizes, all you have to do is answer a following three questions.



Which the answers are the back of a postcard in individual envelopes and send it to: Gauntlet II Coin-Op, Briggs Farm, 4 Queens Street, South Bial, SS2. The entries should reach us by August 21st and don't forget to include your name, address and phone number on the envelope and add the name of the US Gold prize you'd like to receive if you win a prize or prize.

QUESTIONS

1. Which of these is one of the four characters in Gauntlet II?
a) Bion the Dwarf
b) Carnie the Gull
c) Mork the Wizard
2. What should you do when touched by the 'T' monster?
a) Get a double immediately
b) Touch another player and pass it on
c) Touch a 'T'BT monster to get rid of it.
3. What needs to be done whenever you are attacked by a 'T' monster?
a) Shoot magic that forces you to the end
b) Reverse the controls
c) Go invisible for short periods of time

RULES

Employees of Future Publishing and US Gold are not allowed to enter. The judges' decision is final. No correspondence will be entered into.

REMEMBER to include your name, address and phone number on your entry.

HiSoft BASIC Compiler

Now BASIC has come of age

HiSoft BASIC is a fully integrated compiler and editor that makes it beautifully easy to convert all your AmigaBASIC programs into fast-running machine code.

In fact HiSoft BASIC is so simple and quick to use that you will soon find that you no longer need the AmigaBASIC interpreter at all, you can do everything you want with HiSoft BASIC.

HiSoft BASIC includes full support of the Amiga as standard with extensive window, screen and graphics commands. In the same way as the interpreter, Amiga libraries can also be accessed as if they were built-in statements allowing complete machine access.

HiSoft BASIC includes full MENU support, with event trapping and powerful system routines, using the OBJECT keywords.

Compiled programs can execute in their own window(s) or use the CLI window for maximum size. CLI type programs may be easily written and made resident since they are fully re-entrant.

For larger programs and for those programmers with strong editor preferences, we also supply an editor like compiler for traditional disk-to-disk compilation methods.

HiSoft BASIC is a no-limits language, string variables may be up to 1024bytes in length and there are no limits on array sizes either (subject to available memory). Code generated is fully 68000/030 compatible.

Compiled programs have no run-time overhead, all compiled programs share an Amiga library which may be distributed with programs without charge. Compiled programs multi-task, of course, but as they all share the same library, memory usage and disk space is kept to a minimum. There is also an editor to produce completely stand-alone programs which include only as much of the library as they need.

Another feature of the latest version of HiSoft BASIC is the ability to link BASIC with C and assembler!

■ Compatible with Microsoft QuickBASIC 3, Atari ST BASIC, AmigaBASIC and most other BASICs

■ Full structured programming with long IFs, multiple functions, sub-programs, CASE, WHILE, REPEAT, DO etc.

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■ Full recursion in sub-programs and functions plus local and global variables, arrays as parameters.

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■ No limits, no program size limit and no variable size limits, memory permitting.

■ Interactive environment, invoke the compiler from the easy to use function editor and all errors will be reported in English, giving you the option to go straight back to the editor for correction or to carry on compiling. You can run your program from the editor so it's just like using an interpreter - but much, much faster!

■ Power features like include symbolic debug, in plot matrix co-processors and much more.

■ Complete with free AmigaBASIC inside & Out to format book plus examples disk, for a limited time.

* The manual is clearly written and informative and an example of how a computer manual should really be written. HiSoft BASIC has got a great deal going for it. It's fast, portable, compiled and it goes simply the best implementation of BASIC yet seen on the Amiga! New Computer Express 09/1/88

ORDER FORM

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HiSoft BASIC



DESIGN

3D

BY ARNALD READEALI DURIAS



COLLIER
THE GOLD DISK



DESIGN 3D fully exploits all of the Amiga's capabilities (Graphics in 16 colour out of 4096, resolution of 640/480, copy, multitasking) in order to allow the creation of objects in real 3D. You visualize these in either four views (front, side, from above, perspective) or full screen. The perspective mode allows a representation with some sides hidden, according to seven different modes, one of which uses shading from 4 light sources. Furthermore, due to the fact that DESIGN 3D works in points, facets and volumes, each of these entities can be manipulated independently from the others (moving, distortion, rotation...). Thanks to the output possibility on graphic printer or plotter (HPGL) you can see your designs on paper. Further, a parametric grid, a rotate, a font editor and the display of numerous parameters make DESIGN 3D an incredible user-friendly product for every person wanting to work in 3 dimensions. Instructions and program in English.

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INFOGRAMES



GOLD DISK

On the cost couple of months Commodore have stepped up their advertising into the vertical markets. The latest market to receive the Amiga treatment is that of the formal CAD workstation. Commodore have pulled together a range of official Amiga CAD solutions, all the PC people like to call them. The basic system consists of an Amiga 3000 with 3 MB of memory, 14-bit multi-byte color monitor, 68020 accelerator card and the professional version of XCAD for fully featured CAD Professional.

Prices for these lovely bundles of kit range from about three grand right up to a whopping eight grand (although pricing is set to be confirmed). For the home market, however, there is a distinct possibility that Commodore may bundle



It takes X-CAD Designer to achieve super-realistic views from settings.

both the 68020 and 68028 with the latest version of XCAD. XCAD Designer Module Times XCAD Designer is a full-featured two-dimensional design and drafting tool which will let you report to draughtsmen, designers and engineers alike. The package arrives in one of those very nice box formats that seem to be standard issue for serious PC software (but tend rarely to be used for Amiga products lurking inside the box you'll find a manual, a single program disk and a couple which need to be plugged into the second diskette port for the program to function fully.

Both versions of XCAD are designed in a modular form which means the software is built up from

three primary components: the XCAD program itself, a set of feature libraries and a set of command overlays. The advantage of this system is feature library system-loading saves is best to a minimum by loading commands only when they are required. Similarly the modular form allows new commands to be added to the system complete clarity easily by just adding new command overlays and feature libraries.

LAYER OF THE AMIGA

All professional CAD systems allow the use of layers, which means a diagram can be set up into several overlapping sections. XCAD layers can't be drawn in this area since it allows the addition of up to 256 different layers, which can be displayed in any combination.

XCAD Designer features all the standard drawing tools that you'd expect to find in a high-end package such as splines, extrapolating, grouping, line breaking and trimming. All are executed at a phenomenal speed. The speed is probably XCAD's greatest asset, because it uses the Amiga's custom hardware to offer redraw rates over five times quicker than those of the most popular PC package, AutoCAD running on a 68028-based PC compatible.

Once you've designed your master piece, you'll need to output it to paper. Luckily for those of us who can't afford our platform, XCAD has extensive support for dot-matrix printers. Even with a top-standard one-on-dot-matrix laser-very professional results can quickly be produced. What is a pitying XCAD automatically builds up a simulated representation of whatever is drawn/printing the highest resolution printed that is possible on your printer.

It is very unusual to find an Amiga package that not only destroys the competition on the best machine but also on all other comparable machines. This system's greatest assets are undoubtedly its high level of real-time and their operating speed. XCAD Professional running on a 68020-based



It takes XCAD Designer to ideal for most small-business professional applications, for those users X-CAD Professional is the only choice. X-CAD Professional (3000) requires at least two megabytes of memory, but benefits a whole range of professional results over X-CAD Designer. X-CAD Pro features full window help, an excellent database, a complete programming environment and extensive batch processing facilities.

We haven't yet had a chance to make a look at X-CAD Pro, but those behind Commodore's desks like being a three-pronged, powerful package aimed at the big-business professional market. A setup like this one should have made a tidy profit.

Amiga with the new SuperHighRes XCAD module could quite simply clean up the formal CAD market. If Commodore's advertising department gets it right, I can see the Amiga and XCAD becoming a formidable force. ■



X-CAD DESIGNER

£110 on 68 Amiga 3+1 MB required.
Commodore International Ltd, Heath
Works, Warwick CV34 6EF.
Tel: 01 454 2000

CADENCE

1.4D is one particular case of competing that has been proclaimed by the arrival of machines such as the Amiga. Previously the image that surrounded any CAD system was of a powerful graphics workstation costing many tens of thousands of pounds. Indeed it is super high end machines that required a full 68 track in drives. With the arrival of personal computers such as the Amiga 1.4D has finally been brought within the reach of the masses.

X-CAD DESIGNER

Powerful graphics chips make the Amiga ideal for a budget CAD workstation.

JASON HOLBORN looks at the 'official' Amiga CAD package.

Apple's Macintosh has earned itself the rare honour of being regarded by many as almost a 'cult' computer. JASON HOLBORN checks out A-MAX, a new hardware add-on that will give your Amiga that old Mac magic.

BIG MAC & CHIPS

A Mac emulator for the Amiga certainly has taken a long time to arrive. If owners have been happily running Mac software on their machines for over a year now, what has finally arrived is a hardware-based emulator that has a very simple objective: to turn your Amiga into a perfect imitation of a Macintosh Plus computer.

The first thing you'll probably ask yourself before considering looking out for any emulator is "What can this machine do that I can't already do on my Amiga?" Well, the answer is that question isn't as straightforward as it would first seem. It would be correct to say that there probably isn't a great deal that you can do on a Mac that you couldn't already do on your Amiga. So, why even consider a Mac emulator? Well, the reason, put simply, is that Mac versions of software are often considerably more powerful than similar packages on the Amiga.

One area that the Mac excels in (particularly in that of Desk Top Publishing) Concern Professional Page on the Amiga to view the complete set of Mac DTP packages and you'll soon realise why most out of the electronic publishers prefer the Mac. The Mac's laser system, Finder, lends itself very well to heavily graphics-based applications, such as DTP and although the machine lacks the advanced graphics hardware of the Amiga, graphics-based applications still manage to stand out as an outstanding title. For an example, by comparing the redraw speed of Professional Page to that of a similar Mac package, The Mac has almost

completely captured the DTP market with its excellent range of professional DTP packages.

SETTING UP YOUR MacEMULA

As is the case with nearly any emulator known to man, A-Max isn't a 'plug in and go' solution. After you've found a source for the Mac ROM (no easy task, the real job is to actually get the Mac's ROM operating system, known as an Atlas format disk. Because of obvious copyright restrictions, A-Max isn't supplied with the Mac OS, but how to obtain a copy of that you'll see later).

Once you've found a friendly Mac user who is willing to let you borrow a system disk, the real problem is how to get the contents of a Mac disk across to an Amiga disk. The Mac uses a special multi-speed drive with a disk format that cannot be read by any machine other than a Mac, so just inserting the Mac system disk into your Amiga drive isn't the answer (that would be far too easy!). If, however, you have access to a Mac second drive, getting Finder across is straightforward because Atlas will allow you to plug any standard Apple drive into the A-Max cartridge and use it as you would with a 'real' Mac.

Fortunately, unlike with emulators on the ST, the initial setting up is fairly straightforward and can be achieved in 10 minutes at all. Although Amiga drives cannot handle the multi-speed nature of Mac drives, they are highly robust and can be forced to read just about any format with the right software. DOS-3-DOS is a fine example, it allows the Amiga



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Chris Cain in the April 89 issue of Personal Computer World said "The first thing to be said about FutureSound 500 is that its far easier to say than Pro Sound Designer Gold. It also looks a lot better. This merit won't sell too many units, but the exceptionally good hardware will."



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Rik Haynes in the 17 June 89 issue of New Computer Express said "The hardware is first rate constantly producing the crispest samples we've heard."

The April 89 issue of AUI said "The manual contains tips on accessing the samples from C, and a full set of routines for using the samples from Amiga BASIC are supplied on the disk. Full marks for this!"

The June 89 issue of TGM magazine said "FutureSound is one of the best sound sampling packages available for the Amiga, and owners of IFF music packages will certainly find it very useful and at £89.95 its definitely worth buying."

- .Records two tracks simultaneously
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to read IBM and Atari format disks. Special formatting software is provided for the Mac that allows the creation of a partition in disks that can be read by both the Amiga and the Mac. This disk only has a 312K capacity and so you have got the Mac diskette in your hand. You're strongly advised to transfer a certain package across so that larger applications can be brought across into Amiga.

To get Amiga up and running there are two files that must exist on your i-Mac boot disk, namely the Apple Finder and System files. These two files between them control the Mac operating system and desktop environment. On some versions of the Mac OS you'll probably have to remove as many files and desktop icons, some as you possibly can so that both files fit on the limited capacity of the transfer disk.

Once both the System and Finder files are on your transfer disk, Amiga will boot up and your hard disk will come to life. The next step is to format a Mac disk with Amiga and copy both files to this disk so that the one transfer-disk can be used again.

SOFTWARE COMPATIBILITY

Realize the problems of Amiga users that i-Macs will not read (probably) software without problems. As we managed to find some major Mac packages such as MacDraw, MacPaint, MacDraw, PageMaker 2 and the public domain screen camera package RealPlayer, all of which worked without any problems. Amiga will also support HyperCard and the new Macromedia although you'll need at least a megabyte to take full advantage of these.

What Amiga won't run is any software which requires the Mac operating system routines and fails to initialize directly. The kind of



As this is the i-Mac with built-in noncontrolling grey box that plugs in the Amiga's external drive port.

software that will definitely not run under Amiga includes the vast majority of Mac math software and quite a few Mac games software. The good news is in the case of the Amiga Format (and) i-Mac System Files, developer's manual, they've written a Tech note, too!

SCREEN SCENE

On a standard Amiga using the current release of Agos, the resolution can operate in both high-res horizontal and medium-resolution screen modes. Amiga also provides full support for the new enhanced chip set if we see one and the new high-res mono monitor the A2228.

For those of you without either EGS or the A2228 to try the 640x480 of things exactly, the rather annoying feature of the Amiga's display is that, while most of it is covered up, it often shows up after the initial attraction of high-

res, you'll probably end up using Amiga in medium-resolution mode.

After using EGS with a multi-sync monitor Amiga will provide a very attractive working environment, both the A2228 the Amiga screen resolution rises to an impressive 1200 by 800—actually the same as that offered by a 230002 Macintosh 2.

HARDWARE CORNER

The Amiga hardware consists of a long grey box that plugs into the external drive port. As well as providing a pass through connector for external Amiga drives, the i-Mac hardware provides a connector for an Apple external drive. Unfortunately, Apple external drives to date, Apple hardware seems to generally are not particularly cheap, but if you intend using Amiga through the investment will be worthwhile because it will allow you to read Mac disks directly.

Unfortunately, the current release of i-Macs doesn't support hard drives although plans are afoot to include this in future versions. For some applications, hard drives are a vital necessity so the lack of support could prove to be something of a problem.

All Macintosh emulators require access to Mac ROMs and Amiga is no exception. Unfortunately, i-Macs does not come as standard with the necessary software to allow you to have to purchase them separately. Amiga will accept both the old 64K ROMs from the original Mac and the newer 128K ROMs from the Mac Plus. The latter ROMs have several advantages over the older

ROMs in that they can handle and are able to handle a higher proportion of the newer Mac software. If you have an accelerator card in your Amiga you must have 128K ROMs because the smaller ROMs are not compatible with these more advanced processors.

Installing the ROMs into the i-Mac cartridge is a choppy although interesting three track a Mac is a nightmare! With them installed your Macintosh is well.

Choosing Mac ROMs can be a difficult task, most Apple owners are not to know to find them out. Unfortunately, it means that UK based suppliers who are willing to admit the fact that they supply Apple ROMs are very hard to find. Certainly most international are currently looking at the possibility of supplying ROMs as well as the i-Mac unit itself.

CONCLUSION

A Mac on fairly is an impressive piece of hardware. It is highly compatible and the inclusion of EGS and A2228 graphics modes is bound to earn i-Macs more than a few friends. The only negative aspect of i-Macs is the lack of hard disk support which makes professional use of the system questionable. Many users will also complain about the inability to subload i-Macs from hard disks with the new 1.3 subloading ROM. Hard drive support shouldn't be hard to implement, especially since releases of i-Macs will address this, but this is one of the hard emulators available on any machine, and is not only good fun to use, but also very useful. ■

1. The Mac Plus boot disk.



2. Here the Mac-App accessories, like the Mac Check, are supported.

This is a journey into sound, a guide to what the Amiga can do musically. You don't have to turn out on lots of expensive goodies and it doesn't matter if you're used to musical as desktop and can't read a note. One of the main points of computers and music is to make things easier, not getting them only a measure of effort, you can create as very professional musical works faster.

ALL THIS, AND MORE

Over Amiga, as its called digital synthesizers, some will perform some musical notes. Finally, it will **CREATE** sound entirely of its own by reading the internal sound chip. This effectively means the computer normally becomes an instrument, a synthesizer, in its own right.

Secondly, it **RECORDS** the data samples of notes from the real world, so that genuine guitar or voice notes or even former notes can be built into a piece of music. Thirdly, it can store, change and reuse the all manner of mixing and synthesis sounds.

Finally, it can **ORGANISE** these sounds, building an individual notes to create a piece of music as a mix that is known as sequencing. And all this without a battery in sight. Many things more, perhaps after all these of these sections under one roof, whereas more specialised programs will make extensive things into just one area.

MUSICAL MAYHEM

Music Editor Jon Bates explains that with no talent, no expensive equipment and one Amiga, you too can make incredible music...



It is a journey all sound is made to show the Amiga can do musically. You don't have to turn out an orb of resonant pulses, and it doesn't matter if you're bored as musical as a computer can get, read a note. One of the main goals of computers and music is to make things easier, not harder. With only a minimum of effort you can reach an extremely respectable musical world.

ALL THIS, AND MORE

For Amiga, in its intent, it might experience pain, and perform some musical notes. First, it can **CREATE** sound entirely of its own by handling the internal sound chip. This effectively means the computer internally becomes an instrument, a synthesizer in its own right.

Secondly, it **RECREATES** sound. For instance, it can take samples of music from the real world so that genuine music or your notes or even human voices can be built into a piece of music. Similarly, it can store, change and recreate all manner of artificial synthesized sounds.

Thirdly, it can **ORGANISE** these sounds, building up individual notes to create a piece of music in a file that is stored as sequencing. And it does this without a human at the helm. Many Amiga music packages offer all three of these options under one roof, whereas more specialised programs will take extensive files into and out one way.

AND THEN MAKES SIX

And the Musical Instrument Digital Interface, is a common language that enables the Amiga to perform all three functions with electronic instruments. With a synth, for instance, it can create sounds to be played from the keyboard as well as string, recording, and editing these sounds, the synth can output notes, so the function is known as sequencing. Particularly important with MIDI is the organising of sound sequencing. As a sequencer, the Amiga acts in effect, storing music played on electronic instruments, and sets the things in load notes are changed out, play the notes back via the instrument. Moreover, MIDI allows for 16 channels, so 16 separate instruments can go into one song, and the sequencer stores sections of a piece to be repeated, repeated and generally treated about itself.

The usual MIDI interface called the serial port of the Amiga although there are a number

single boards which will give you compressed MIDI notes. MIDI needs a 31.25k baud, which a cable line through for most processes, but the beauty of MIDI and the Amiga is that the interfaces are all standard.

INTERNAL EXPLORATION

First off, the internal sound chip. A quick flick to the back of your Amiga has produced a picture of the sound chip "Fruit" but fairly enlightening, but it gives you a rough idea of the chip's capabilities. It can produce four sounds simultaneously and control them between the stereo and monophony. It has a range of tone profiles - one more than a piano - and the claim about using amplitude and frequency modulation means it can create sound from both simple and more complex waveforms. Obviously, the way forward is to take some reasonable software to control it as a collection of the most commonly available packages follows.

INSTANT MUSIC

Perhaps the most "entry level" program is Instant Music. For entry level, read "instant" (soo beginner) instant music is rather a fast composer program that doesn't really require any musicality on behalf of the user. It uses a graphic score, a series of coloured blocks (same to the length of the note which scroll past on screen) a different colour represents each instrument and it comes with a full complement of standard instruments. Actual composition is performed by dragging and placing blocks around the screen; the higher the note, the higher the pitch. If you drag the note out from left to right it becomes longer. Notes occurring at the same time form a chord, and every movement of the note on screen tells you how the pitch got used if that note. If you are familiar with traditional notation this is a really nice way of writing, but as a framework built by instant software to make it really easy.

The "instant" feature is "Music Jam" which everybody who has had a go with the program becomes addicted to. You select the backing and style that you want to play with and away you go. By clicking the notes and moving it around the screen it manages to play only those notes that sound in tone and is capable keeping with the backing, a form of "ambient synthesis" but should be a completely treated in the drum and finger

of software by the "Music Studio" feature of "Instant Music".

MUSIC STUDIO

If you can live with the fact that your sound files will not be compatible with any other program, a decent sequencing and sound creating package is the Amiga Music Studio, which has a very good instrument design page. The program comes with three preset sounds which can be subjected to a whole host of alternative instrument sound ideas, sustain, attack and tremolo and tone control. Not a bad introduction to the world of sound for sound creating.

It offers you a choice of either generic or traditional music notation by recording the notes directly in an alternative to traditional musical notation that uses a set of shapes to represent notes. The usual way this is done is to have the pitch of the note running from the bottom of the screen to the top and the time/length of the note running on the other side from left to right. With Music Studio each instrument is given a separate colour. You can even add lyrics to your efforts and it supports the full 65,535 character set and so.

TRIALS IN PUBLIC

There are several Public Domain programs that give you access to the Public also in varying degrees. There will be an article in the not too distant future covering the music aspect of PD software. But for now, you could check out File Disk 94 which has an "Audio Tools" utility.

SAMPLING

Adding the latest music directly to the waveform, sampling is the way in which sound is incorporated digitally. The most critical part of this, as far as your ears go, is the actual conversion from analog into digital data, and vice versa, which is the business as ADC (Analog-to-digital conversion) and DAC (digital-to-analog) bits that you see.

Most other Amiga digital "features" to convert sound to digital and back again, but the Public chip is very efficient at converting digital data back to the stuff that makes your speakers work. It would be not far short of the truth to say that the basic capabilities of the Amiga must at all the most expensive - it is coming up to \$7,000 - of professional sampling. Plus with sound editing software you can actually see the sound and play around with it,



ROMANCE

There's the poor Amiga, rather out of favor, less software and maybe a little less the largest. None of you need to do it to find yourself in that perspective and then, come it to late. And that is to get some decent graphics too. The Amiga games depend on the photo type, which by a heavy coincidence happens to be the same as most big graphics, so as long as the bits go to some an external source it, usually called bus, you're happy.

The part of the sound that has a most subject to the look are themselves. It doesn't fit a computer and makes a hell of and whereas a decent one is shared through a ribbon and a speaker will sound only half if you have neighbours who are not susceptible a few hundred watts of bottom and has no getting the best of it. The best of 4 are then maybe a good pair of headphones it is over money spent. There must be some a lot of that soon but if you should try to get it a few others of the sound it at all, plus, it can't, but when you finally it to have and take a remember with a clean system, your sound efforts will not be "usable" as a vibrant reference too to those who will work a well-known/average standards.

There are various other slow - as, but not like of other times that can be known as the one of sound recording, it has been as record for a complete hour. An just that is some hours used. The feature like for anything like a mixer, tape deck or effects are to ensure that it doesn't do any significant amount of damage to the system, if you still using cassette should get at the best price thing all a shiny old cassette player the want to share as a tape recorder you'll get to identify from me when the next issue that it was mentioned in the city of a 197 of 20,000. ■

Now, the fact: the price of it the packages mentioned in the article and names, address and phone numbers of suppliers.

AMIGA MUSIC STORE
224 St. Andrews Street, St. Martin's Place, London WC2N 4LH, 01-274 6114

THE BARN MUSIC
214 St. Nicholas Ave, Loughborough Centre, LE11 4BB, Leicestershire, 0533 44445

track sequencers of the various variety. These will let you play your tunes in sections, and track them to create up other graphic notation: traditional notation or at worst a note stream. Having sorted out the major categories you can then cut down those columns: nothing to help you correct and notes and timing changes which is known as Quantizing. Once at it is your satisfaction, you can organize the sections that you have recorded into a full-on arrangement.

The list of dedicated MIDI sequencers for the Amiga gets longer each month and as I write this you will find the date. However there are few programs that to be available which will open up the field for the Amiga. The first is a version of one of the most successful of all MIDI sequencers, the Steinberg Pro 24, only available at the moment for the ST 1 but has a minimum of two Steinberg, who are a German software house, use things. Although they are starting to make inroads into the American market which is smooth with PCs, they use the 'way forward' as the Amiga, and use the PC with its problems of no standard interface before you about the ill-reputation industry received 'interface' of the future MP4400 or 4250 is proved. The Steinberg Pro 24 will cost exactly that, £250. Which you come to an English system of what is promised to be no more a compromise for the moment.

There are several still in the early days: programs from the last Portuguese based Micro-versions who are launching Music X. The module program does all sorts of sequencing with several different types of editing features, all very professional, as well as full MIDI features. What of this is nothing you can also get up other modules which are included in the package at the same time. These will do sequencing, for various synthesizers and drive them or drivers which can be called in at any point moment into the sequencer and will also handle poly, creative and complex scoring. The same version can be for any hardware. A full review should be possible soon and meantime take a peek at the News pages.

something that it is a real pain to achieve in a game of dedicated sample hardware.

There there is also a common complaint for sending rate (SP), it follows that many sound sequencing and creation programs come with sampled sounds at ready to play. Any sample can usually be loaded into another piece of suitable software. There are also programs that will let you arrange these sounds too, so that can subsequently be stored in a module to be used in games, or otherwise.

Although you can usually enjoy the benefits of playing back pre-recorded samples, making your own will reward some today. The three main contenders are the Pro Sound Designer (MSD) and the Total Amiga Sample Composer with these are MIDI players that allow the composer to be played from a MIDI keyboard. However SDComposer format required sampling hardware in its form at issue 11, May 1988. The 3 modules from Magenta who will also let you use sampling hardware, Perfect Sound, for a reasonably low cost. What's that for it forward being into speech? There will be a sampling board in a coming issue, but for now check pages 33 and 35.

WAVE STEP BY STEP

The good MIDI programs on Apple disks, which contain sections on all the subjects mentioned (including sound, timing sound, creating songs and handling MIDI data) are, Deluxe Music Construction Set, which is a floating sequencer. To make the notes individually setting length and pitch for up to eight parts, using a combination of up to four of the internal voices and that of the external MIDI channels, although you can if you still use up to eight MIDI channels as well as the internal voices. It has a big palette of notes and signs and the graphics are well-thought. Sound mixing features are decent, however.

WEDS ON THE ROLL

The ball really starts to roll when we start to consider multiple-

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REAL-TIME SOUND PROCESSOR

Amiga sound samplers come in a multitude of different shapes and sizes. JASON HOLBORN checks out a sound sampler with a difference.

To be fair, the Real-Time Sound Processor takes the Amiga's sound sampling capabilities that far further to point it will for straight sampling with one recently had been the sole equivalent, but as a powerful sound synthesizer tool. If you've seen some professional synthesis cards such as the latest DAD (Digital Audio) or Yamaha V61 Keyboard Emulation, then you've probably already found it with the look-out of sound processing.

When a sound is produced (feeding it through a sound processor) we control the sound by adding new data samples to it. For example, a note is added a steady beat to a sound, up it sounds as if it was played in a large hall.

MANIPULATING TIME

The digital-based sound processor takes an internal mono sound signal such as that supplied by a CD player (44.1 or 48,000 samples) or if an external 50 kHz and then manipulates it before it is emitted through the Amiga stereo sound outputs. All this fancy takes place in real time, which clearly allows the user to manipulate a continuous sound signal.

What you get for your money is the best sampling hardware that lets it

also function as a conventional sound sampler if you're a software package such as Amiga AudioMaster which plugs into the available port a sound-board manual a single disk containing the sound processing software and a rather large dongle which must be plugged into the second joystick port for the software to work at all. It's never been a great fan of dongles and as a multi-tasking machine such as the Amiga where several packages can be running simultaneously, they can be a real pain.

8-BIT-99999999

The package provides excellent preset sound Modulator tools such as Echo, Tremolo, Delay, Flange and Auto Mix and FM modulation. As well as these presets, you can also configure your own effects using the advanced software controls and then store them in one of 127 preset slots. Playing around with the supplied presets can be a lot of fun in itself, particularly if you've got a microphone that you can link up to the sampling hardware.

One unique and potentially very useful feature of the Sound Processor is the ability to change the current preset through MIDI control. This is achieved using the same MIDI program change

message that are used to change the sound to be played on a MIDI synth. This could be very useful when used in conjunction with a sequencer as it would allow your musicians to control not only the operations of your synth, but also the sound processor.

ARRIVAL!

For the Amiga user who also enjoys tinkering around with their home keyboard, the Sound Processor provides a useful addition to a studio already arrived. The unit is undoubtedly heavy and costs considerably less than even the cheapest of professional effects units, but unfortunately it fails to deliver the kind of sound quality that serious musicians demand. The unit really is built in the sound processor itself, but merely a limitation of the Amiga's hardware.

If you ever use sound processors, need at least a few-bit resolution, which is four bits more than even the Amiga can handle, without these extra bits the sound producer can become muffled and tedious which really isn't acceptable for serious music making. If the unit featured a dedicated sampling resolution then it would not only be a corner of an Amiga product, but would also leave quite a few professional units in the dust. If you want to use a sound processor seriously, you're probably best advised to look out the store card and buy a dedicated effects unit.



REAL TIME SOUND-PROCESSOR

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▶ The sampling hardware plugs into the serial port, accompanied by a large dongle to protect your files.



▶ The Real-Time Sound Processor offers twenty preset effects including echo, reverb, flange and delay.

SAMPLE THIS!

The Amiga has always been a great machine for the creation of sound of masterpieces, using either the Amiga's own internal capabilities or if you have the necessary equipment through MIDI sequencing. Another area of sound creation is electronic drums. It is particularly capable in that of sound sampling, as if you like sound systems.

It's so big! Workbench returns with the biggest and best collection of hints, tips and tricks for your Amiga, and JASON HOLBORN answers your problematic prose through the Workbench Helpline.

MONEY GRABBERS

Please, please, please... will you help? We just don't! We fell six months paying £200 to replace an old colour digitiser. There are several available that we need to offer similar facilities... which one would you choose? **Michael Nash, Chesham, Essex**

The choice of the right video digitiser really depended on what you intend to use it for. From your letter it seems obvious that your decision will be guided by the extent of colour support offered by digitisers if you aren't particularly worried about the digitiser being able to grab images at any great speed then few have it. Dig this if it can't do one of the best (and cheapest) colour digitisers available.

If you do want to digitise colour images you'll also need to take out for a high-contrast-bit camera. Surprisingly little cameras can be fixed up quite cheaply from most Amiga dealers by the Amiga Centre. Scanned in 026 367 4247 for both Dig-Hi-Res and the video camera.



LEST WITHOUT A KEYMAP

After purchasing more of your second machine, I've done a format. I tried using the SetKey utility but was confused by the file number. After a few seconds of disk access the SetKey virus appeared but wasn't there for more; nothing else was displayed. When I tried to quit out of SetKey by double-clicking on the 'exit' icon gauge on the machine just looked up and I was faced to edit my Amiga 'What and does wrong'?

Dr Lawrence Report Finds

There does indeed seem to be a problem with the SetKey utility which has occurred for quite a time. The problems lie in the fact that the program was written for the American market and therefore expects the actual keyboard layout (and using the UK command SetKey) to be used. If you load your Amiga with the French version of Workbench the keymap is automatically changed to the UK configuration which confuses SetKey.

To get around this you will have to change the current layout of the UK keyboard by typing SetKey itself. Now can you use SetKey without problems.

After you have finished using SetKey to change back to the French keyboard configuration

you get back to the GUI and type SetKey go. Thanks to Prof Hunt and Chris Allen of 0 introduction in Kent via writing that you do!

ARE YOU PRO PROTECT?

My reason for writing is twofold. Firstly I am used to purchasing a battery upgrade and a Star UC 10 colour printer for my Amiga. I am also hoping to purchase a video processor and a colour DTP package among its speed about £150 at the most. I've been advised to buy Protect and Comic Letter are these good choices? My second reason for

writing is to help other Amiga users obtain noticeably cheap public domain software. I got off my PD date from Ray (but from a double Amiga file who says he can PD Amiga. His PD is also often total at low at \$50 - with an eye course when you make that other companies are charging around £5. Could you please give my phone number so that other Amiga users are able to take advantage of Rays generosity. Ray Burford can be contacted on 02030 196480.

Dr Way Responses, Items

As for an Amiga word processor, go Protect is without doubt one of the best available. The program is powerful, fast and fairly simple. Where colour DTP is concerned Comic Letter is really the best choice as it is rather in-built for Amiga DTP applications. You would probably be much better off leaving out the video stick for Professional Page.

Can we send Ray Burford's phone number? Well consider it already done!

HARD FACTS

I am thinking of buying a hard drive for the Amiga 500. I have looked through various magazines and they all seem to fall for around £400 for a 20 Mb drive which is the cheapest?

I have already seen Macintosh emulators for the AT so you know of my interest with the Amiga?

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WORKBENCH

IS YOUR WORKBENCH A BIT PLANE?

How many colours does your Workbench screen have? Unless you're treated pointed to a package such as Apple Paint you're probably limited to the standard four (though Workbench 1.4 will fix this). The following AmigaBASIC program is designed to allow you to add and remove as many colours as hardware constraints will allow (a minimum of one and a maximum of four).

The two plane-manipulating routines are written as subprograms that can be called straight into your programs and are accessed in the same manner as any standard AmigaBASIC subprogram.

Using the programs couldn't be simpler. Firstly make sure that you have the few basic files, install Amiga and also Amiga, in the same directory as your program. To add an extra plane, just call up the GotoPlane subprogram and extra colours will instantly be made available. Extra colours mean less free memory and slower program execution and therefore, to remove a plane, just call MakePlane.
Freddie Moore
Belfast, NI

** The following three files must be
 ### ** in the same directory as your program.

```
LIBRARY "Intuition.library"  

LIBRARY "User.library"  

INCLUDE MACROS/INCLUDE LIBRARY
```

```
### CreatePlane MAKECL  

  CREATECOLOR (0,0,0,0,0) 0  

  CREATECOLOR (255,0,0,0,0) 1  

  CREATECOLOR (0,255,0,0,0) 2  

  CREATECOLOR (0,0,255,0,0) 3  

  CREATECOLOR (255,255,255,0,0) 4  

  IF (MAKECOLOR (0,0,0,0,0) 0) THEN GOTO 4  

  IF (MAKECOLOR (0,0,0,0,0) 1) THEN GOTO 4  

  IF (MAKECOLOR (0,0,0,0,0) 2) THEN GOTO 4  

  IF (MAKECOLOR (0,0,0,0,0) 3) THEN GOTO 4  

  IF (MAKECOLOR (0,0,0,0,0) 4) THEN GOTO 4  

  ### END
```

```
### MakePlane MAKECL  

  MAKECOLOR (0,0,0,0,0) 0  

  MAKECOLOR (255,0,0,0,0) 1  

  MAKECOLOR (0,255,0,0,0) 2  

  MAKECOLOR (0,0,255,0,0) 3  

  MAKECOLOR (255,255,255,0,0) 4  

  IF (MAKECOLOR (0,0,0,0,0) 0) THEN GOTO 4  

  IF (MAKECOLOR (0,0,0,0,0) 1) THEN GOTO 4  

  IF (MAKECOLOR (0,0,0,0,0) 2) THEN GOTO 4  

  IF (MAKECOLOR (0,0,0,0,0) 3) THEN GOTO 4  

  IF (MAKECOLOR (0,0,0,0,0) 4) THEN GOTO 4  

  ### END
```

END

is a review of the Space 108 Mac emulator for the ST (ST/Amiga Format Issue 124) it was stated that you need access to a real Mac to get your future Mac working. Is this real Mac permanently wired?

Steve Knight
York/Bath, Devon

Well recently I had done for the Amiga have indeed been rather expensive to buy the least. Luckily the market does seem to have come to its senses and several cheap units are now available. The best of the bunch is, undeniably, ADAP's Amigas, which is a 4086 and fits the slot and uses AF50 for only £199. ADAP can be contacted at Box Southern HW 2000 282032.

You'd be glad to hear that EuroSoft in the States are soon to release a hardware-based Mac emulator called Atlas. Atlas plugs into the external drive port and to all intents and purposes simulates your Amiga into a Mac. The unit performs very well indeed as you can read on Page 64-7. Atlas is currently being distributed in this country by Entertainment Associates who should be contacted on 0783 541126.

The Amiga and Atlas are in contact an Apple disk drive to your Amiga and so if there you shouldn't need advice by a UK.

START AT THE BEGINNING

I recently bought an Amiga 500 for myself and my 14-year-old daughter but unfortunately I do not know the first thing about computers.

The manual that came with the machine seems to assume that I have a basic understanding of computers but I don't. Can you recommend any good books or packages that will help me?

Jim James
Winton, London

Andy Smith: our games computer wizard at the Penguin Press.

Guide to Computers - If you've had everything for hours and don't know how to do anything you'll certainly benefit from the best instructions we have found to the Amiga. Actually comes with your machine but they first do that comes with your first program is a very good manual which will help you understand the basic operations of your Amiga.

QUESTION BY NUMBER

After buying my Amiga 500 (see found) it to be the best overall and comprehensive computer I have used to date. However I have the following questions:

1. Do you know of any add-on boards that hold both Workbench and RealTime in ROM so that they are instantly accessible as soon as I turn on my machine?
2. Do you know of any user groups in the Midlands who will run tape with the needs of a beginner in Amiga and assist in programming?
3. Can you advise me on details on how to obtain such issues of ST/Amiga Format (your e-mail preferred)?

Bob
Walsgrave, Oxford

Remembering questions seems to be the order of the day and to add wishing to found tradition if it's Amiga writing services.

1. No. Certainly haven't found it such a device. The interest you will come to your requirements are the hardware boards that seem to be so popular in the States. There's always attraction that the version of RealTime to be installed in your machine at the same time.

2. The UK's largest Amiga user group, the UK Amiga, is based in Lincoln. The Amiga publishes a regular (monthly) newsletter packed with useful information on all aspects of the Amiga, including BASIC and AmigaBASIC. Contact Penguin at the UK Amiga on 0513 550993.

3. Both covers can be ordered from our mail order table at Penguin on 0800 76211.

HELP!

Is your Amiga causing you restless sleepless nights? Do you wake in the middle of the night, vexed, cursing from your bed and the words "AmigaDOS", "CUP" and "Copper" flying about in your head? If the answer is "Yes", then you definitely have problems! Why not let us solve your Amiga problems?

Send your enquiries to: **WORDSEARCH HELP, PO BOX 48494, FARMLEY + GUBBIN STREET, BATH BA1 1EL.**

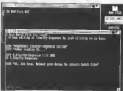
One of the most confusing aspects of using the Amiga is that of workbench icons. It seems that only a privileged few really understand this system well. Luckily, if you have Workbench 1.3 you will never need to get your hands dirty with the complex jargon that Amiga technical people have to endure. Because Commodore have seen that many users probably have little time to waste, they've taken the pain out of icons.

The workbench icon program in question is the IconCommander that you'll find in the C: directory of your Workbench 1.3 disk. IconC: allows you to run any program from Workbench that can usually only be run from the Command Line Interface (CLI).

An advantage of using IconC: is that many programs (let's call examples) need some form of setting up before they can successfully be run. The IconC: program is a fine example, as it needs the current keyboard map to be set to work before it can be run. This is easy to do from the CLI but is almost impossible from Workbench. However, this is easily achieved with IconC:

IconC: works by reading an ASCII batch file that contains all the commands that you would usually enter at the command line. To use IconC:, create a batch file using a standard text editor and then find a state file that has an IconC: object saved inside, for example). Copy the associated .info file across to your text file, giving it the same filename as your text file plus a .info extension (if your text file is called JOHN, the new file would have to be called JOHN.info).

Next, using the Workbench menu's INFO: option, change the default font to IC ICONS. (If you used a different icon then it will probably already contain 'Icons' in the default text field) and then select 'SAVE'. Now when you double-click on the icon, IconC: will be loaded and it will proceed to execute your batch file. Probably easier than hitting an old key!



1 First, create your batch file. Here, we've created a simple batch file that displays an 'INFO' icon from a user-specified directory.

MEGA BUCKS FOR MEGA TIPS!

Workbench you wouldn't be Workbench without a regular collection of the very best tips and tricks for your personal. If you have a grating idea or tip, then why not share your workbench knowledge with your fellow Amiga user by sending it in to Workbench.

"What's it worth?" I hear you ask. How does the prospect of winning £20 sterling appeal to you?

We want tips on absolutely anything, getting the most from a particular software package, taming the hardware from OS/2000.

AmigaBASIC tips, anything!

Send your tips and tricks to:

WORKBENCH MEGA TIPS, 4 QUEEN STREET BATHURST, NZ



2 Next change the 'READY TO GO' line to 'Closed' and you're away.

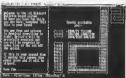


3 Finally change the default font using the Workbench INFO system, set user-specified, modified batch file is ready and is full swing.

BUSY BBS

For those of you with modems, here's a small selection of bulletin boards that cater for the Amiga user in one form or another. If we've been having a good deal of fun recently, thanks to the company's phone bill and discovering the darker delights of certain boards, which will feature hereafter...

Board Name	Phone No.	Speeds	Hours
AMIGAS	021 441 8872	+31 03 236/03	24 hrs
TAKE 2	0423 558480	+31 03 70	Open-Run
02	0903 798771	+31 03 236/03	24 hrs
01 FOR AMIGA	01 277 1238	+31 03 236/03	Open-Users
AMIGA 02480	0288 024800	+31 03 505	Open-Run
23480	0762 405476	+31 03 70	24 hrs



4 The BBS bulletin board is set up if you want to know where the programmers of Workbench (Bathurst) live, Tony Cooper.

PD UPDATE

Quality Amiga software needn't cost an arm and a leg. Take a trip down to the PD libraries and you'll discover a whole brave new world of exciting software. JASON HOLBORN takes a look at the PD 'best-sellers'.

TOP 10 PD

GTS TITLE

- 1 Star Trek (1 MB)
- 2 Cheat Solace Shareware Extravaganza
- 3 TBAG No. 10
- 4 Fish No. 100
- 5 BACC No. 20
- 6 Fish No. 100
- 7 TBYS No. 10
- 8 TBYS No. 5
- 9 TBYS No. 11
- 10 Pond WorldShop

Choosing the right software among the vast number of PD disks available can be a difficult task. To help you, Amiga Format in cooperation with **GEORGE THOMSON SERVICES** will be bringing you a regular list of the monthly Top Ten best selling disks.

Disk numbers are all very nice, but what do they have to offer? To help you choose the disks that will be of greatest interest to you, this monthly PD Update is devoted entirely to our exclusive Top Ten.

STAR TREK

Ever since Tribble released an Amiga-ST version of their Star Trek game, Amiga owners have been trying out for a virtual fix to their machine, and rightly so: when it's truly issued a different

The latest browsing gamestar features graphics and sound but better still it's PD.

The Amiga PD version of Star Trek was written by an American PD enthusiast using the alternative scripting language 'The Director'. The game puts you control of the Starship Enterprise as you journey through space (the final frontier) and has commensurate with the game by allowing LOGOSYS to the crew of the Enterprise namely Kirk, Spock, DeTico, Jala Uhura and Gorn.

The game comes on three disks and requires at least a megabyte of RAM. Although not absolutely necessary, a second disk drive is also a definite must if you don't want to puffin from Macintosh stock. Star Trek is available only from George Thomson Services for \$9.95.

But lets you peep at the inner workings of your Amiga and IBMPC? The highly-regarded and speedily available Commodore's crew is left out either as the Cheat Solace disk also includes a couple of high-quality games such as Egyptian fun a very satisfying motor racing game.

TBAG 16

The Tampa Bay collection of disks are sponsored not only for content but also for beautiful presentation among the best to be found in any collection. CUMMINT - CUMMINT's entire game package designed for young children (like it looks like the complexity of DPM's its a bit of an INFOCIRCLE - Jacksonville is a city like program that shows you 1000000 your own device, com



Presented to us Department of the State's courtesy with TBAG.

CHET SOLACE SHAREWARE EXTRAVAGANZA

The Chet Solace Shareware Extravaganza is a disk packed with the very best in public domain software. If you only ever intend buying one PD disk then this should be the one to go for.

All the programs on the disk are crunched using BRUN to allow as many programs to fit on the disk as is possible. Whether you're into games, unusual applications or just playing around with your Amiga then Chet Solace has at least one program that will appeal to your tastes.

Programs include the remarkable Florida Anemometer that gives you instant pointer a new lease of life (using Florida Anemometer you can design your own animated pointers) or choose from a large collection that are included in a library on the disk.

For the techno-nerd who you have a disk accelerator, a powerful system, etc. display program

with well graphics display menu and even the one-armed monkey list.

INFOCPU - This upgrade to the popular ProCLI utility allows a CU emulator to be carried out just as the Workbench access, but on any screen, currently only CU WEMMO 1.2 - CU WEMMO for the number one Workbench CU utility. CU Related disks, use the particular CU applications from a friendly (but not) investment (the DeTron or compressed) CONSOLE - However allows you to 'convert' any mouse pointer definition and have the results stored into a file. Just double-click on the file and your mouse pointer will take on a new guise. With-Touch - you can be fit as a fanny of all your extra-special 'favorite' mouse pointers.

T'S SCENE - The X series consists of three of the most popular PD utilities from the famous PD organization Steve Miller: The Three X programs included on this disk are ScreenX, Panel and the excellent disk editor (Disk).



A 'No Speed, you can drive.' The computer world's best, Dora.

PLANS There's a great program for all you amateur planning addicts. Plans takes any RT picture and sets up around a 3D picture to produce some startling effects. Combine with full light sound shading.

FISH No 163

The first Fish collection of disks is probably the most well-known and most popular collection of Amiga PC disks. The collection currently stands at over 200 disks and their contents are tightly regulated by both users and software developers alike.

BANK - Is your bank account a mess? Then you need Bank's banking program. Bank is a powerful file personal finance program that will allow you to keep track of your bank accounts. The program is written to take full advantage of the Amiga's window management system and it's very easy to use.

TRAVEL TravTime is a little misnomer of the Cornell University board game that was popular a few years back. The idea of the game is to get a complete line of ten countries in one's orbit.

WACD - WACD is a powerful file mount accelerator program, complete with hot keys. If you're sure you'll use it, then go for it. This one just doesn't make sense to you or even missing.

MEMO - Have problems with your memory? Or don't know I can't remember? Memo is a simple stack module that when called gives you a complete run down of all memory allocated/deallocated memory by your program.

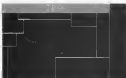
POWER - If you have access to a PC compatible that runs 3.5 inch disks, you probably want to port the screen to your Amiga at some time or another. PC-Data patches the PC-DOS that runs a

your screen disk to allow them to operate with the Amiga's more advanced file system.

WIP - The official first reading ability. More as reported on the 2.8 reference pack. It's useful to say the least. More is a fast and flashy text viewing utility that makes an ideal replacement for the official offering.

SACC 23

The Sacc presents Amiga Computer Club, the SACC, says a great deal of attention not only to disk's contents, but also to its look. The



■ The Sacc, from SACC 23, is heavily based on the old Dragon 23 game disk.



■ Blue Moon is an adaptation and re-release of the Bestiality game from Commodore 400 disk number 23.

SACC collection was a team effort that allows us to begin plans to be used on the Wondershare system which gives SACC 23 a very impressive and professional look.

CARD FILE - Card File is a very simple but very useful database program that is written entirely in compiled code. Card File is very pretty, allows you to begin large

amounts of information in a few minutes - Everyone needs a screen grabber! As you're probably noticed when looking through Amiga Action, we've been extremely fortunate to have a lot of the best and will allow you to take any standard screen grab and save it as an RT file that can be loaded into any of a number of other packages.

UTILITARIAN - Utilitarian is another of the DOS workbench programs.

MORSE - Turn any text file into dots and dashes without ever having to learn the Morse code. This program will be of special interest to all HAM radio buffs.

BLUE MOON - Blue Moon is an incredibly addictive solitaire game that will keep you going for hours on end. **TRK** - Anyone remember OSF? It's an Amiga word processor of the classic Dragon 23 game (anyone remember those?) in which you must open the screen by clicking

checks while reading the various systems that are after you. **WORD SEARCH** - Anyone who enjoys word search puzzles will love this program, because it allows you to customize your own word search puzzles. **SACC 23** also includes a directory list to the disk with fun demo programs, such as: **TRK** helping **RAM** and **OS** and **TRK**.

FISH 165

For don't need to be a registered software developer to get your hands on the official RT documentation disk. Don't go other when an update is released. Commodore also put the disks into the public domain for general distribution to the likes of you and I.

Fish 165 is the latest release from Commodore and it includes full screen color to loading, saving and saving disks in under 30 seconds, as well as several code demonstrating many aspects of Amiga programming. The disk also includes several



■ Finding files across the PC is made easy with Fish 165.

ART FILES

PROGRAM: PUBLIC DOMAIN
FILES: DAWFELD.CURIOUS,
ALPHABORCARE

This month, we bring you three of the very best examples of artwork in the public domain. However, in the near future we hope to do an ongoing column on art in the best possible form, on screen. So, if you have any artwork you're particularly proud of, send us a disk!

In this slot too, we hope to show work by our new Graphics Editor, Brian Larsson. This will back up reviews of graphics or products by illustrating them on your own computer screen. Watch out for it!



► A colorful, fuzzy creature that will not match the most beautiful you.



► This marvelous representation of a lava figure and against an alien landscape is just one of the pieces on display in our Art Gallery. If you're an artist, send us a print!



► Success! The male yellow chick has caught the female one. He has lost, but he disappears in a puff of smoke.

Wolves has employed the services of a hobby crew of headmen who are out for your blood. Can the baby bears see out to get you?

You're not a film who's going to a load of newly teddy bears, each of whom you cause you'll need help to help you in your quest, you carry a tale and error which is all the job to give them steady teddy bears a taste of the new medicine. Once a teddy, a shift of mystery turn into a piece of fuel that can be picked up and eaten. Extra weapons such as bombs can also be picked up, though teddy give the Bears something to chew on. See the full review on Page 28-9.

SETTING GOING

You can load our exclusive from Zealand Story demo by making your screenshot of the first Workbench prompt. The demo will then install. To play the game plug, a joystick into control port has flow stop reading and go to our those files!

FROG DEMO

PROGRAM: 1.00MB, 100MB
FILES: F1, F2, ANIMATION,
FROG, WOLF, Screenshot

Entertainment is what the computer is all about and so in conjunction with Dimension 10 Software, Amiga Format will be bringing you an exclusive Amiga demo every month.

What's a demo? Put simply a demo is a program designed to show off the talents of both the Amiga and the demo's author. This month's demo is an animation of a rather cute frog (can frogs be cute?) enjoying himself in the sun. It's not a just double-click on the Workbench and the demo will load and run.

If you only have a single-drive Amiga, then you'll probably have to press slightly longer times. Just follow the on-screen requests and you won't go far wrong.

Finally, if you only have 100K of memory, it's best to unplug any external devices and close all other windows on the Workbench before.



TRACKMON
PROGRAM: 1.00MB
FILES: TRACKMON.DOC

How many times have you sat fed that annoying 100MB 1MB 1MB 1MB... [REPEAT] message pop up into the screen? What if for once if you could be free to eatly share on the disk that has occurred so that you could have it

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(Unless stated otherwise)

16 BIT CENTRE

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Tel (0423) 531812/526322



them with your lively disk editor? TrueMosaic is a handy little utility program that displays the current disk sector and can bring messages from any floppy drive connected to the system. Using the wonders of multiprocessing, TrueMosaic can be run concurrently



■ **TrueMosaic in action.** Here, we only have one drive connected to the system and thus only one drive is active; the TrueMosaic window is attached to accommodate the extra information.

with any other software already running (provided this doesn't get off into looking that far).

GETTING GOING

You can load TrueMosaic by double-clicking on the TrueMosaic icon on the Workbench. Full instructions (do you really need instructions?) are available within the TrueMosaic drawer.

VILBM

PROGRAM: FILE #1 (L)AMIGA
FILES: VILBM

Everyone knows that the Amiga is a wonderful machine for creating your masterpieces on. With loads of colors, loads of art packages and the kind of screen resolutions that bring demand the Amiga is the number-one choice for all would-be artists. But once you've created a work full of beauty, if not what do you do with it?

VilBM is a standard tool that allows the display of just about any BMP-format picture on the

screen. Even if your picture is a color display resolution, the viewer will use the Amiga's color palette if it is available. It will do problems if it is.

GETTING GOING

After you've set it up, the first thing probably the simplest is to use the Amiga's excellent picture browser from the Workbench. To display just one picture, click once on the picture file that you wish to view then hold the [Shift] key down and double-click on the VilBM icon. After a few seconds the picture will be displayed.

If you want to view several pictures, use the same method as described above, but instead click on each picture once in turn (don't forget to keep the [Shift] key depressed) before finally double-clicking on the VilBM icon.

The second method of viewing VilBM is from the CLI. To view three pictures called 'Pic1', 'Pic2' and 'Pic3' all you have to do is to enter 'VILBM PIC1;PIC2;PIC3' and then press [RETURN]. To advance through each picture, just click the left mouse-button. Once all pictures have been displayed VilBM will return you to the CLI prompt (or the Workbench if you use the first method).

WORKBENCH HACKS

PROGRAM: FILE #1 (L) DOMAIN
FILES: SCAT1; VILBM; HACS; DOO

So you think we're going to explain what these customers couldn't you? Well, these great Workbench hacks are for those programs that are at their best when you haven't got a clue what they go to. Not this month's Hackers' double-click on the associated icon that'll do 'em!

Workbench window. (TrueMosaic icon shown)



■ If this icon is in one of the usual central three windows around, all you have to do is double-click the picture files, and VilBM will display them.

Workbench window.



■ The main screen of DotIL displaying the various user-modifiable options. In addition, all the control operations are usually marked out.

DOTIL

PROGRAM: FILE #1 (L) DOTIL
FILES: DOTIL

DOTIL performs a very basic task, all that of you have to do is load the Kickstart Command Line Interface only to find it almost totally incomprehensible! Sounds familiar, doesn't it? If you are struggling to get to grips with the most work area of AmigaDOS, why bother? Why not use DotIL instead.

DotIL is a very simple utility that does what a place on any old operating Workbench disk. DotIL allows you to carry out operations, why limit that you could previously only achieve through CLI from the Workbench environment. Instead of having to type in all those complicated and difficult-to-remember DOS commands, all you have to do is to point and click. It really is as simple as that! With DotIL you can:

VIEW DIRECTORIES Even if a disk contains only a few files, it can still be a pain to view the directories listing those files. This will save the time of you're running through a disk for the mysterious file only to find that it wasn't there because someone forgot to give it an associated icon file.

FILE MANAGEMENT

Even if it is the best way to keep an order, there is a big saving from DotIL, reference any of the management. For doing multiple operations you can move disks, remove or copy any file or any directory. AmigaDOS has never been so simple.



■ What do you do if you want to copy all files, including all those hidden files, to the RAM? Right, use DotIL of course! Here we've added on the files that we've placed in every window.



■ Next, just bring up the path menu items, including the Shift option, select it and you're away.

GETTING GOING

You can load DotIL from the CLI or by double-clicking on the DotIL icon on the Workbench Full instructions on getting the most from DotIL are available within the DotIL drawer.



■ If you've got files from another disk, you'll need to get the window for it being able to look up the directory.

HOW TO USE THIS DISK

Before using your Amiga Format disk, you should make a back-up of the master disk as soon as possible. This is very important!

BACKING UP YOUR DISK

Copying the disk may sound like a complicated task suitable for technicians only, but it is surprisingly simple provided you read the following instructions carefully.

1 First, turn on your machine and load Workbench. Once the Workbench screen appears and the desktop light goes out, remove your Workbench disk and insert the cover disk.

2 Now, click once on the cover-disk icon and then press the right mouse button and the Workbench menu will appear. Now, while keeping the right mouse-button depressed (you can check if it's depressed) move the mouse cursor over to the Workbench menu and a menu will drop down from the mouse cursor over it.

3 Highlight menu option and then click the left mouse button.

4 After a few seconds disk access the Workbench DiskCopy tool will be loaded and the How-to follow the onscreen prompts and your Amiga Format coverset will be copied to a backup disk. When the machine asks for the destination insert your blank disk into the drive. Further instructions can be found in the user's guide that comes with your Amiga.

USING THE PROGRAMS

All the programs on the Amiga Format disk are totally self-explanatory. If you can use the Amiga Workbench then you can use the software. If you do have problems with a program, the instructions on loading and using the programs are included in the disk pages and these should get you up and running. If you still have problems you should read the documentation file (DOC) that is included with every program.

To run any of the programs on this machine check out all you have to do is follow a very simple procedure (limits specified later only with the disk pages) and published in the programs. Don't

be shy. Don't hesitate to ask your help operator. If you've got a user-friendly programmer, the time you can spend with the disk pages and as a low fee accompanying the program.

To display a document on the disk double-click on the appropriate .DOC file to be viewed and a window will open containing the file's contents. Pressing the space bar will advance a page at a time.

COPYING THE DISK

Other specifically stated in the programs on the cover disk are not in the public domain and the copyright remains with the author. Selling or distributing these programs without the author's permission is against the law of copyright.

HAVING PROBLEMS WITH THE DISK?

We have done our best to ensure that the programs on the Amiga Format disks are simple to use, easy to read and have no access charges. However, we cannot accept any responsibility for any problems you are having with the software, and we do not accept liability for any consequences of using the programs.

If your Amiga Format disk is faulty - and out of the box of thousands distributed, some are unfortunately bound to be - you should send it back for a free replacement within a month of the postal date of AMIGA FORMAT SOCIETY DISK, DISCOPY LABEL, UNIT 3, WISSE BRIDGE, LONDON ROAD, BAYWATER, MANCHESTER, M20 2JH.

If your Amiga software is unable to access the disk, by using the DISKCHECK utility on your Commodore Workbench disk or running it before installing it on to a replacement. Full details of this feature can be found in the user's manual that comes with your machine.

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CHECKLIST (please tick)

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These computer games can be pretty tough to beat sometimes, so often there's only one thing left to do: cheat! That's where Gamebusters comes in. Here you'll find cheats, hints and tips for all the latest games that you may have problems with.

THE REAL GHOSTBUSTERS

Get ahead here early by typing this listing into Amiga Basic, saving it for future use, and then starting the game, if it before running it to own code/0070.



```

00 FOR N=0 TO 90
00 READ A: A=VAL("A-Z")
00 CODE=N*4
00 NEXT N
00 CHEAT=CHR$(CODE+N)
00 CALL CHEAT
00 REM TYPE IN THIS LISTING AND SAVE FOR FUTURE USE
00 REM INSERT GHOSTBUSTERS.DSK AND RUN THIS PROGRAM
000 DATA GANE SHGULF1GAS AS NORMAL, BUT WITH 400-450 LINES
100 DATA 70FF 0C7F 0004 804E F196 2300 1080 4173
100 DATA 8E7A 00C1 3AED 0400 4176 3A21 3000 8040
100 DATA F03A F03A 3A00 2A80 2840 0008 8080 4190 8E7A
140 DATA 0000 1A80 8000 3E7C 0000 0004 8000 0040
200 DATA 2840 0000 417A 8080 7000 7000 807A 0040
300 DATA 8E7A FE4A 8A80 8000 000A 7000 0900 0A00
110 DATA 0004 0000 8000 0001 0800 0100 0000 0800
080 DATA 170C 8A8A 0040 287C 5100 6004 8000 4000
190 DATA 0000 4F 7A 400A 8000 3A40 0000 3A40 0000
300 DATA 0340 0000 310C 0000 0400 0004 3A7C 0000
210 DATA 004 2 4400 F13A 7A70 0004 0004 0000 0000
220 DATA 8480 7800 8A8A 0000 0000 0000 0000 0000
    
```

Matthew and Peter Norman, Brighton



FORGOTTEN WORLDS

Don't bother fighting your way through all those monsters. Simply type ABC and hit the HELP key on the title screen, then press 5 to go straight to the shop and hit 0 to skip to the next level. Goodbye when you leave here!

J Garrett, Worcester

THUNDERBLADE

Type in CHABA on the high score table and you'll find you're able to skip levels simply by pressing the HELP key.

Alan Jensen, Denmark

LORDS OF THE RISING SUN

Try all of these handy hints to get ahead from the game.

YOSHITSUME

Yoshitsume is more skilled at fighting than Fortino, so at the start of the game make sure you have almost full strength and men before you try attacking anything. Your main objective now because you are near maximum status is to deal with your brother and to capture enemy castles. If you take over enemy castles the enemy troops will have nowhere to recruit more men and all your brother's men and land is yours. It's dead.





Your next job is to try and locate the eastern half of the island. So this "take over" of the castles and dunes is crucial at the moment on that side of the island. Now concentrate on the rest of the island. In C60 try to leave a General with the least rings (stones) as he probably won't need to fight battles anymore. Remember one General will go and if the General is at C65 Maggus will be easier to open by hand if you can send a General from C65 to Malvar. Now whenever you will have a goal base from which you can attack the Redden castles. Since you have complete control over the main island then you should be able to wipe out the remaining five castles on the two smaller islands. Don't go for these unless you have a very fine base otherwise you will have to look at the way back should it ever become take over a castle.

YORITOMO

A great politician and strategist, but try to take this lead because it is the only castle you won't have to lay siege to to take. If you're lucky though you may reach Yuyuma or Nagisa before anyone else. The same rules now apply to castles as with Yoshizawa, wait until you really have a full army before attacking. Be careful if you get into any fights because you'll have a few battles left and a small force is any way tighter and can't easily be split up. At the beginning of the game try to avoid taking rings and instead concentrate on improving your skills. If you over fight your brother and spend long enough states that an overthrow because if you stay too long it can change dramatically.

IN GENERAL

Participate in battles as you tend to lose more when if you don't. Choosing the General on horseback often leads to early victory as you can wipe out almost all your battle strength at the end of the game and once you've cut level 45 you're able to do a steady level, but do not engage in the single encounter because losing can be costly. The most important factor in battle is strength and long marches can weary your troops, so ensure they have plenty of rest before a battle. Be army coming by one will be tired but faster and more flexible so move them on the shore and the advantage will be with your men.

Whatever character you've chosen try to locate the end of the island so you're able to concentrate on attacking the enemy and won't have to worry about defense, weaknesses and precautions, but watch out for the enemy trying to cut back jobs. The islands will all be bitterly fought over so ensure that your troops have complete strength before attacking. The islands are well worth going for though because they are vital and many places for a final force and good Generals can interchange their armies from island to island with out meeting too many problems.

The key to early victory is to control more than armies than your enemy that happens time is a really a war and gradually wearing him down will ensure he can't stand by the time battle on you so beware! It's important to have a strong hold on North and South Japan as a fight force can wipe islands and open up banks, causing all sorts of problems. If you're unsure of your force, avoid battles because he who fights and runs away really does live to fight another day. Most missions may sound appealing, but only return to them as a last resort and don't rush them on too hard a mission because they might lead back and recognize you as the enemy!

Simon Liu, Warwick

And taking a look at the Strong Suit, a small type without any in the manual they have left a few hard drive when wondering what

will going on. You can't install the British version of the game as you have three options you follow these simple steps:

1. Copy all files on soft-disk to your chosen directory in a new drive (D:) Local 01
2. Edit the starting filename file to read:
"setup (strong) and (strong)"
"setup (strong) and (strong)"
"run-man"
3. Execute the setup file, making sure that your ORIGINAL disk 1 is in-D0, as the program is coded and will attempt for the original before loading.

Thanks go to John Mackenzie for the tip

RUNNING MAN

The first three levels solved for you - next month we'll give you the solutions to the last two - to watch this space!

LEVEL ONE

A simple run and jump will get you onto the platform, if you have any problems with jumps, look at punch from the back way to do this is to stand still with the bar button pressed and move the joystick left/right depending on where the dog is coming from. It's best back of the dog rewards you with a small amount of extra energy. To stop the creature you'll have to have a running start or run towards the door, jump up and hit backward and forward (and) your control and stop between the first two black cliffs indicated by the red arrows. Keep pushing the joystick as steadily as you can, aiming to the last rock as you



THE WINNERS GUIDE TO KICK OFF

and immediately do a second jump to land on the other side.

Don't worry. Once running and jump the dog's focus means he's going to kick from you, not you going for it by a rebound kick at Salazar. Try to avoid Salazar and any more dogs until you get to the camera at the end of the level. Walk a little away from the camera (as indicated by the green arrow) and wait for Salazar's dagger. When he dies, he'll fire a quick straight at you or attempt to jump into the air. Salazar will then run behind you and before he has time to do another kick or jump, turn so he comes towards you. When this is over, you'll fall him, then you can see the opening as possible because being hit once at the end is not a good idea.

LEVEL TWO

Run along and jump onto the boxes avoiding any dogs. The dogs can climb onto the boxes to play a safe game. The trick is to get to the end before picking it up. Jump over the falling light and onto the boxes on the other side in the last jump which you should pick up. Keep running and you reach the medical kit, which will replenish all your lost energy. Climb through the ramp and over the boxes and run along until you reach Salazar. He can't do much of the many dogs that are here. You cannot jump over Salazar when he's jumping the size of you, but you can do any other late.

Like your level going on the road diagonally (and by jumping) and it will start out. Once you're helped at Salazar immediately get into the air using pointers - he can't get you when you're jumping - and crawl past him. Bounce through, because the dogs can still get you. When he's standing over you, he'll start to shoot in the opposite direction. If you quickly stand up and when he can't touch you, he'll run and get back into the crowd position. On the left, you've killed him and then run off the screen.

LEVEL THREE

You'll realize now that you haven't got your weapon. Find the club on the level screen and use this to dispose of Dynamo who is the toughest opponent in the game. Run to the blocks there will be a dog when following you or coming at you so avoid it and jump

it. A fast and to see, it's the best football game there is, and awards what the Olympic medal. It would have to follow it's not taking part that makes it so interesting. In the absence of a club, a group of eleven players, five by the home team's defensive line, is strong at this.

THE KICK OFF

The kick-off changes to come with the first few minutes of a match. Keep the ball, change through at the end and stand so you approach. It's generally said there is a good chance it will go in. The computer team are said to be the best, but they will frequently let you on the way so the run can still be performed and a victory may even result. If someone sees the ball, against you the best thing to do is to control the direction until you have time to get control of it. It's a mistake to let the ball and then have it go into the goal. Instead, try to take it away, because everything happens so fast it's hard to see a matter of waiting to keep the ball under control. In the ground, finally, it's better.

CORNER

Another good scoring chance. There are two main methods for getting the ball in the net. Either roll the ball back into the middle of the penalty area where a waiting player can shoot it, or shoot it directly into the goalmouth. An incoming forward is ready to get the ball into the goal, but you may miss because the keeper will catch it. It's also better to roll the ball into the area where it's in the position to reach the goal.

Defending against corners is difficult. You have to react quickly when you see the ball in the area and then get someone to the ball to clear it. The best defensive tactic is to prevent the goal, which you are likely to get in one or two. Just have everyone move and a goal will be scored.

PENALTIES

A 100 percent rate can be achieved by following the following instructions: When you're near a approaching the referee, stand and then give a sharp kick on the ball. Usually, anything more than the best of feet will get the ball over the bar. If you avoid

shooting just the center has scored the middle of a goal area, but that's not almost certainly possible.

THROW-INS

Don't touch the ball straight back from these because it's very often given straight up again. Angle the ball when taking, taking it horizontally, strike the ball, although this is very dangerous because there are always opposition players in close attendance at throw-ins.

PASSING AND SHOOTING

There are two main methods for kicking the ball. The most common is the top-swing. The kick is usually not given further, but it's very hard to get it to go anywhere. Kick in the direction you're facing, aiming about 45 to 60 and then 180 degree changes if someone is nearby with a good change of passing angle and at the ball is kicked. This is also the method for changing direction with kicking.

To take the first kick, but to be passed down just before the player runs into the ball and kick the ball that way, usually and kick the ball in any direction by moving the ball. This usually it will be passed to another player. This is particularly handy if you are running at the wing during and when you will not be in a very accurate and consistently safe passing maneuver.

SHOOTING

Because the ball is not steady in the air, it's best to shoot in an arc that has to be kept firming in a straight line is easy, but changing direction isn't. 45 degree changes are possible by hitting the diagonal at the right moment. Anything else requires a quick take-off or swing around the ball so that it can be approached from another angle. It's usually difficult, but you can give you get used to the timing of the shot. Controls are the ball while kicking in this change of direction can be kept extremely quickly and easily.

GOALS

The screen control of disappearing someone or the ball is just to run into them. However, if you're approaching, then before you get to the goal, you'll see the goal, just no hesitation in hitting them, just as long as it

is outside the penalty area. Professionals that are best at goal when the ball is away-going or better still, too.

REFEREES

The referee's job is to keep the ball in play. If he is outside the penalty area, he'll be in the middle of the field. He'll usually stand at the position of the goal or get into the middle of the field. If he is not in the middle of the field, he'll be in the middle of the field. He'll be in the middle of the field.



GOAL KICKS

To make it more hard to take the ball from your hands and again there are two main methods. Either take the ball to the center of the field, or take it to the center of the field. If you're in the middle of the field, you'll be in the middle of the field. If you're in the middle of the field, you'll be in the middle of the field. If you're in the middle of the field, you'll be in the middle of the field.

HUMAN OPPONENTS

They are very easy to beat. If you're in the middle of the field, you'll be in the middle of the field. If you're in the middle of the field, you'll be in the middle of the field. If you're in the middle of the field, you'll be in the middle of the field.

COMPUTER OPPONENTS

Position in the way that the many changes and they will always change. In the 4-4-2 or 4-2-2 formations so that you have plenty of defenses and midfield controls. 4-4-2 is pretty common and 4-2-2 is only for the team who makes the game. The ultimate challenge in the game is to make the computer a full team. The ultimate challenge in the game is to make the computer a full team. The ultimate challenge in the game is to make the computer a full team.

up and over. Move just fast a midstep to restore lost energy. Run past the first light bulb and then start walking. Characters are you'll meet a dog either between the lightbulbs or just as Dynamic appears at the screen.

Dynamic appears when the red X is fixed in the second light bulb. As usual as he appears, he is fix it up; you can dash to avoid the blasts, but he can't see if ducking your light bulb. The only way to progress is Dynamic is get to the next. Unfortunately, you'll lose Dynamic when you're first at play. When he first appears, walk ahead 4-5 paces away from him, then turn round and run toward him; he should now be in his car which you can see over.

Once you're inside it to the club, pick it up and then when Dynamic first at you, duck until the ball is over your head; then stand up and walk into the lobby towards him. After this up and you're in talking position, and if you're being a light you should be able to catch him off after a few hours. This is a bit more and then done, especially as dogs tend to come after you and when you're about to enter Dynamic. Run at it and get the timing right, and you'll manage it. Then just walk off the screen and into the next level.

Math Training: Brightest

MILLENNIUM 2.2
How to calculate the solar you lose and still return to Earth safe on all that

Blister, Deanna's smart strategy game Millennium 2.2 might have you or two of you come when you pleased, if not completely so. If so, read on.

It is a bit thing to do to activate the life Sciences which is already at stock in the Energy module. Once the 5 up and running it's simply a question of entering the Resource complex to get enough material to build a life. Once the life is too been attached, you'll find that there isn't enough energy to build the thing. Turn off the Resource complex, build the life, it and then turn it back on again. After that it's simply a matter of stretching it to building increasingly power's Sciences up to the life. Don't worry about the failed life. It simply uses the life it when should be in store and reject the process.

Once the base is operating properly you have a number of

options. But before many of the items can be built, extra materials are needed to get these things and simply instead and built a small list of Science. These can continually bring small amounts of much-needed items from the external field.

The central part of the game focuses on the growth and expansion

later part of the game you'll need a full complement of items on the Moon before building.

To get more information about the Solar System control, to build and launch probes. However, don't bother sending them to the outer planets. Mars and its moons, Jupiter and its moons, or the asteroid belt.

WIN! WIN! WIN!

OK, hands up who would like £50 worth of soft drinks, wine? For free! Of course you would, and you can have it too. All you have to do is spend some time playing your favourite game and then send your maps, tips and guides to **Amiga Format Gamebusters**, 4 Queens St, Bath BA1 1EL. If we print your tip, the fewer the games, the more likely you are to get into print! Then you stand a good chance of scooping one of **THREE £50 prizes** so get playing and get those tips in. This month, Matthew and Peter Wisner, Simon Liu and Mark Stanning pick up the prizes and will soon be playing away on all that juicy **FREE** software. Jaques? Well, you know what to do about it.

lots of the moon and its colonies. This is a matter of finding when moons or planets, prevent the best sources of raw materials, setting up colonies and shifting to and from these. The colonies provide resources and ores, while the Moonbase sends reinforcements. Scorpions, Fighters and Global Units.

The latest equipment - as if you hadn't already discovered it - is employed in the constant landing of Mars attacks. Global Units are very effective but can only be used once, obviously if they're killed. Unavailable elements with colony and the Moonbase

they either get destroyed or yield the usual information.

The way to completing the game is later goods, resources and colonies as soon as possible for reasons which will become clear later on.

When Supply of Martian life, same as demands and protect the required volume. Don't get heavy it in the asteroid belt, though, but produce enough for at colonies and the moon base, since the other is required and soon spreads throughout the unexplored world.

At some point you will be informed of the crashed Martian

First Colony and the details learned back to the Moonbase. Except the immediately it's important that one be fast however, you'll find it takes rather a lot of material!

Once the First Colony is built (it's a bit of lighters and fuel for Mars) while it waits the Carrier is activated by a fleet of Marbers at which point all the lighters should be launched. Lower light cost on the left hand side. A success it slightly obvious both areas but the Marbers should eventually reappear.

After the Mars can be colonised in its usual way. The colonists then find plans of a Martian terraforming machine capable of making the Centre or breathable. Again this should be researched and built ASAP. However, you'll find that the cost of aluminium is pretty much all this is where future plans are so, instead, by now have enough chemicals collected for shifting back to the moon.

Once the terraformer is built you'll find that even the fast Carrier isn't large enough to carry it to Earth. Don't despair, the researchers, enough the way to stop the terraformer just fits in. The newly customised juggernaut can now take the terraformer to Earth, although a couple late off again.

After the Earth is being terraformed previous reports of a huge Martian fleet seem to be true when the Moonbase is attacked by over 200 lighters. At this point the stockpile of Global Units - up to 25 - should be used up, just to launching your lighters. Even after all this it stands a very good chance that the attack cannot be warded completely and the Moonbase will get nuked up a great. It is the case you'll find that the moonbase's separation has been reduced to zero. Don't panic, send a couple of Colonies to the moon and planets from. The population increase by 40 for every Colony destroyed.

Having survived the Martian fleet assault, it should now be get a question of how before good old Mars is colonised in the main form of your colonies start cloning independently. As long as you have a good stock of materials, don't worry about it when a report comes in stating that Earth is under siege in a habitable state. Just the necessary 5000 units to it Earth and then your heads of the ball will sequence. ■



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FORMAT LETTERS

Are you interested in my toaster-is-better-than-yours debates? Do you want to tell the world about your Amiga database of 5,000 train numbers? Have you calculated PI to 2 million decimal places and want to send us the printout? Well, for crying out loud don't write to me about it. Hopefully no Amiga Format readers fit into these categories. Your questionnaire shows that you are a very interesting bunch who have brains in your skulls and thoughts to express. I want to hear from you - controversy, ideas, problems, discussions, humour, criticism, offers I can't refuse - that sort of thing.

Apart from items for several paragraphs, what's in it for you is the chance to win an Amiga Format T-shirt and blazer. These will be awarded whoever I feel like it, to deserving readers. So get typing, writing or sending computers to Bob Wade, Amiga Format Letters, 4 Queen Street, Bath BA1 1EA. I can't enter into personal correspondence or send out signed photos of Andy Smith, and I reserve the right to turn your letter into an original chicken with wings that flap when you pull the tail.

QUESTIONNAIRE QUICKIES

Question 23 of the Questionnaire
 William 13 of 17, Amiga Format
 says: "Is your database - what do you want to see in it?" My answer: I had a chance to analyse all the items as they are still coming, flooding, following and inter-chiffing their way in but time is slipping from fingers to Question 21. A full analysis of the questionnaire will appear in a later issue.

All pages illustrated: A Rubens, some pictures or texts on the cover disk. Also examples of the animation tutorials on disk.
 Philip Hildreth
 Wiltshire East Wiltshire

Music and art on the disk from the intro/readers:
 Joseph O'Connor
 Regentfield, Co. Kerry

How big an audio/midi and assembly/graphics:
 Stephen Soreport
 Essex/Dun Staithe

How late do you like to see shipping and price packages:
 Al Jones
 Eastleigh, Dorset

I could not agree with you more, Ben Lambson and Jim Smith our Distributing Editors, for Supplies and Disk will be providing plenty of tips and tutorials if their respective areas. We are also looking that so through the disk which will contain animation, artwork, music and utilities that you will be able to use it again, for with the features in the mag.

More in-depth criticism of creative and technical software:
 more in game reviews. More discussions about creative

processes using computers and not just about the computer and software themselves.
 Leo James
 Seaford East Sussex

The problem use of the Amiga is an interesting one and I would like to do a bit more about the people that use Amiga and what they use them for. It's not always taken a look at alternative usage on the same site and some of these sort of features are planned. If you think the world would be interested in how you use the Amiga then drop me a line with the details.

Example uses of professional packages:
 Steve Carter
 Boreham Essex

The light into the same area, but reminds me that we are planning to do retrospective pieces on various bits of software - mostly creative stuff - to see whether they fulfilled expectations. We will be answering questions like: were the reviews accurate? Is the software still worth using? Did it do the job it was intended to do? How many new versions were there anyway? The too will obviously require examples of people who have been using a package for a year or two, so once again drop us a line if you think you've got something to offer.

A section discussing the best deals on the market for budget software, hardware cheaply:
 Michael Gandy
 Hounslow, Middlesex

The only way of doing that is to scan the ads in the mag and print it at your local shops. You can do that just as easily as you can any feature on it would be

profitable because the situation changes so rapidly. However features comparing like products are planned and these obviously take into account the price, quality, availability etc of the software or hardware concerned.

On the free disk I wish there were more word/word games like dominoes, bridge and games etc. These can't be easily purchased otherwise and your disk would be a suitable outlet.
 Peter Smith
 Cambridge

There are quite a few of these sort of programs in the Public Domain and we may get particularly good ones on the disk however. It's much more easily covered at the PD pages where you can make your own word up which ones you want. Plus for a PD word games special has been passed to the next lot.

Longer and easier to understand assembly language course:
 Paul Bayliss
 Hales Green, Norfolk

More features at a basic level as the bulk of new users are not interested in C or Assembly:
 J Mackay, Woking Surrey

A problem there are no plans for a general assembly language course. In order to learn assembly language from scratch you really need to read full books on the subject. But I suspect it might be a better idea to guide you towards the best books - what do you think? Also as in the past we do much more specific handling of programming the Amiga. On

FULL MOON BLUES

Dear Dr Wang: I'm glad to hear that you look into what there is a full moon. So-called computer magazines. My first thought when I saw the June cover was "Can't they sell anything without having to see us?" My husband (I think the wife has to say it) thinks it isn't a complete coincidence just to have provided that even point at the magazine to see what the cover story was — which just goes to prove that the ad magazine cover tells more.

As a woman with various interests that are usually regarded as the male province, I'm used to seeing pictures of male writers on magazine covers but I couldn't find the company concerned from *Entrepreneur*, also surprised that you mention that that you have an exclusively male readership. I'm not asking for male covers but I would be nice if computer magazines stick to computer-related subjects for their front covers.

The article didn't go too deep though and there were too many typos in my opinion.

Ms P Brien

North-Plains, Norfolk

The biggest problem seems to be that computing is regarded as a male game. It seems to me that the best way to eliminate sexist attitudes in the computer industry is to increase the proportion of women involved with it. Most surveys reveal that 80% of computer users at home (not business) are male and therefore the advertising and magazines are aimed at them. It's not saying that increased the search in the education of women, but you have to do with the success and not the effects to get a better attitude.

The answer to create — we need more women to get into computing, writing games, becoming journalists, being magazines, being on it column boards and making themselves heard. There are a million of new-computer men at the moment but there's always someone willing to replace the former day while it can be done (educational gap).

CONTRACTORS CONSUME

The article in *IT/Design Forum* 13 about software piracy and the life of a programmer inspired me to express my views on these subjects. Did these two articles not contradict each other? In one you said that pirates are "friendly with people's livelihoods" and robbing the owners of their funds

work. In the other you said that programmers own "lots and lots of money" if both statements are true then I for one wouldn't be happy to become a pirate! It's the only result of my old savings were to be used to cover the cost of buying a second Porsche.

John Conway
Edinburgh, Dorset

It is possible to make a lot of money that it games programming, but that only applies in the short-term. For every successful programmer with a steady job and wage there are ten unemployed programmers who are unemployed because they're taking a long, or a very short, holiday. It's the only other industry that's a minority at the top that sets the bar in while the majority are content to be part of that minority society. For instance, just because Michael Jackson makes a fortune every day doesn't mean you can make the same amount from the record side. For every ladybird with his job, there are ten unemployed ladybirds.

Perhaps when forming the last point, which is why you don't hear too much about programmers organizing to rise out of a slump. Perhaps they would like to write to go out over the horizon.

BACK TO THE FUTURE

I could not get the response to the letter from *David King* sent in on your July issue. It would appear that it's not only I'm stuck in the eye of the beholder. My former opinion is that queries in *IT*.

The front cover of your April issue clearly shows a view of the problem behind. Apparently I have not gone "to the future" but I have certainly never met a girl with nipples on her face. I found your article a reassuring comfort to a difficult subject. It never occurred to me to count the number of hairs.

I suspect the problem is that discussing sex is like discussing politics. People approach the subject with strong preconceived views. Few then react according to those views rather than to the discussion itself. The moment you mentioned words like "you are an IT geek" I'm sorry I'm not female.

John Gray
Lutonbury, Dorset

Auntie Bob makes well known you'll have to come to terms with these feelings. There's nothing wrong with wanting to be a woman and I'm sure there are plenty of private clubs you will be required to help you out.

By Bob, only they will probably like the term of a lesbian's guide, while as the more people with it will be about getting the most out of the female hardware — much more valuable for both designers and users.

More PD reviews, more competitions, art gallery
C. Collier, Swanton, Northants

Yes definitely, maybe, yes.

More attention paid to issues
Don't assume that your terms policy will be understood
PD Chambers
Hampton, South Yorks

Accidentally. Obviously there are some subjects where a lot of technical knowledge will be required but everything will be written and presented in a clear and concise way with as little jargon as possible. At the same time, many readers already know a lot of a lot about these things, so we will have to come up with a special editor for them.

More info from other countries
company software and hardware
Col Walker, Aids, Ind, Herts

We are currently working on getting columns on the US, Europe and further afield. If anybody thinks they fit the bill then drop us a line. We will definitely be covering the Great Britain software market — even if I have to make enquiries, just try myself (Dream as — Paul).

More on programming graphics, graphics, quantum mechanics etc
David Reed, Redhook, Bucks

I'm afraid we can definitely only include that may or may not be about quantum mechanics but it is uncertain whether or not we can publish articles that definitely are about quantum mechanics — see "The Uncertainty Principle in Electronics" (4/84) and "Measuring (or not) if Clocks" (7/82) or (possibly) I like it.

Programs reviews, a monthly collection of reviews each month — not just software up games
Alan Naylor, Redwath, Cornwall

A good education column
S. Barton, Burton-on-Trent, Staffs

We are not planning to have specific sections for "win" strategy or adventure games, but prefer to

cover them as the main Green Play section. We certainly are not going to cover just adventure games — we are going to look at every game we can get our hands on. On this are not based towards any particular type of game because we love them all and really think our broadsheet is a great asset and perhaps help to see us, them at.

More music software, more hardware, less reviews of games which will not be out for months
Michael Harrington
Great Easton, Essex

There is an ever-increasing competition amongst magazines to get the first review of a game which has led to a lot of problems over the last year. FORT and Poptron have been classic examples. We are not going to stop reviewing new products (unless they might take the packaging or title seriously) but we will stop those "boxed sets" we will try to avoid the review before the game is in the shops, but with magazine lead times of between three and six weeks we write at the long before the review for the product is available to purchase. I think that it won't happen. After all, we wouldn't want old-of-date reviews would you?

Let's read lots of free or very cheap stuff!
Scott Graham, Theop, Dorset

Sorry, the cover completely fills me. Do you mean all the data because you get that free in the cover price? If you mean the special offers, we will continue bringing you lots of them every month. If you mean PD stuff itself, if you mean competitions, we will be doing those too. If you mean anything else — please do.

A fresh, clean, uncluttered preference over 250 new
J. Bennett, Bicester, Oxon

Sex and violence, money, case mounted format
C. O'Byrne, Cufford, London

Police, bundles of 25 titles
Danny Swanton, Burlington, Dorset

Free games in every issue
Just keep it good OK
Graham Ego, Stoborough, Hants

Format? No problem! That will be £150,000 on your phone

More Workbench Amps 4000
has made its excellent
FS Real London

More Workbench here a
 customer also needs there will
 be High with Amps 4000
 based on exactly what you are
 looking for. I'm sorry I can't
 recommend any other software
 with it. I think it's a very good
 buy.

See Gaudin (opinion)
 in Windows Timeshow

How about a picture of me
 instead? No, I thought not

Puzzle feature - perhaps even
a crossword on the disk!
RS McCoy Greenwood

An excellent idea. We would love
 to put a puzzle or crossword on the
 magazine or better still on the
 disk. Does anyone out there
 fancy composing one every
 month? Get in touch with me!

Think the page, identified
adverts as some games on
disk - Wickham's trap.
Juan Smith Sheffield

More tips both for newbies and
 old gamers are being provided.
 The plans do circulate at the
 moment. I don't think Wickham was
 over and most people like the
 game discs - you are definitely
 in the minority on that one. A
 good strategy? Why not!

Something for advanced users
interested in computers? Here
is other machines (a summary
of what's happening) but so
many of these games discs -
they are basically a way for
companies to advertise and
they are really not. More
adverts and PU stuff!
A. Slaughter Guyer Essex

There is another clue to the
 game discs - they also give
 potential buyers a chance to test
 the game out before they shell
 out. I'm sure there are more
 and more people who are
 buying the additional disc space
 and think that we can do more
 of anything.

A detailed list of decent music
packages (by the amount
of music)
G. Hower Sheffield

The music pages should cater for
 most of the request and there are
 more plans to buy buyers guided
 on a database on the cover disk.
 There can then be updates of
 regular intervals.

Greases staff - the more
trousers the better!
T. Mitchell London

We are all very creative - mostly
 self-educated - and we have been
 told we are rather stupid so we
 will find trouble, yes, it's all
 our way.

More on ST, printers and
software. More game reviews.
R. Hoffman Leicester

There is a ST? printer and
 software and they will be more to
 follow in future issues.

My name spell correctly
Typhyn Ray London 26th

Easy

Please don't get like ACE, it
really wasn't worth it. The last
six months or so.
David Douglas Wrexham

The same standards set by
the old Format, not postage
like ACE.
Michael Ashton Sandak Lancs

This is Amiga Format not ACE
 and we will be catering for Amiga
 owners and all their interests.
 The Amiga market is unlike any
 other and that will be a magazine
 unlike any other. We will be long
 you the best at all times.

It's already perfect especially
now I don't have to read all
that ST rubbish!
Andrew Haughly Muzor Guerni

I won't argue with the last bit, but
 the ST is not rubbish and I'll bear
 one more tip machine is better
 than your argument will look
 the reader in a room with just a
 DMS-01 company. But also.

A good balance between
games, services and creative
software. Lots of reviews of
new hardware. A cover disc
with new stuff on it.
Matthew Nye
Southcoast London

Sound good Nye

More cutting software reviews
- not so many appsheets!
Jeff Gault Witley

We won't shy stuff off just for
 the sake of it - that's stupid - but
 if it's stuff that you can only obtain
 by say it in our adverted letters.
 Plus we review software only on
 a stand not to keep well in with
 software houses.

NO GO ON GAMBIT?

I have read GO (Amiga Format
 special issue) it has been laid out
 I must say that I was without
 feelings that the Amiga 2800
 over the other you would be right
 in the magazine and for that
 always found GO (Amiga) to be very
 informative and read it because I
 don't like the more interesting information
 for it. Well, a magazine that is of
 the 2800 is not a whole lot.

However, your article seems to
 be just a bit too early for
 those Amiga format magazines
 (including the magazine) for
 advertising says that ST Format
 will be published by the authors
 with the Amiga team, while Amiga
 team it will be published by the
 Amiga team. ACE team
 naturally. I should rather read
 something both someone who
 know what they are talking
 about, than someone who also
 claims to know nothing.
 I should be doing the ACE team at
 a price, but I won't always of the
 fact that ACE was getting a
 decent magazine. Can I have the
 editor's assurance that Amiga
 Format will not degenerate into
 an another game magazine?
Tom Gatterwood
East Tilbury, Essex

ACE was primarily a game mag
 since Amiga Format is not.
 Amiga Format is here to serve
 Amiga users at the best possible
 price. The means catering
 products, news, games, ST,
 PU and editorial news.
 hardware and software (on their
 as a demand for. The members
 of the ACE team are professional
 journalists who do know what
 they are talking about and will
 produce the magazine you want.
 Anyway, what ever I'm a techni-
 cal editor - I'm no good at
 games. Problem on the team
 there is no danger of the second
 game magazine at all.

Anyway, what's wrong with
 giving it a try level - it's a very
 nice level. I was thinking of
 bringing it on the next issue.

NO GO ON GAMBIT?

Amiga - On buying my recent ACE
 magazine I was disappointed. It
 should be written down. I was
 not interested in showing other
 tips, nothing. There is buying
 GO (Amiga Format) more than
 in it came over me. It was really
 showing, the ACE team to be
 concerned on the computer or
 the magazine.

But why not writing? Perhaps
 that was look at the editor of
 the magazine of ACE issue 21. To
 write "and suggest to the ACE"

with me and I'm sorry for
 where? It's words that Amiga,
 good luck with Amiga Format, I
 will you all the way.
Andrew J. Rowler
Blackpool, Lancs

There was nothing wrong with
 that first issue, because I was
 written before to know about the
 site of ACE, in the ACE and in
 just a few days that Amiga was
 out of the Amiga team who work at
 2800? After you have finished
 about as much as you can
 how you make Amiga all over
 the place - you can't play from
 pattern. Amiga's Amiga club
 might as well be for you more.

CONSOLE COMPATIBILITY

I purchased an A500 one month
 ago from my local dealer at £400
 which included the standard soft-
 ware. A few weeks ago called I
 mentioned what I'd purchased
 reports of a Future Amiga console
 for the Amiga? Console will
 have sold four to five hundred
 units. It may well be of some use
 to the Amiga user. When the
 Amiga was first released it carried
 a retail price tag of £400. It carried
 extra hardware and some extra
 paid for that package. It is certain
 to be released based on 28000
 technology. Commodore will
 inevitably be required to test the
 system at a comparative price
 what with the PC Super ST, the
 Atari, Sega, Nintendo etc. Will the
 present customer which has been
 served elsewhere after the
 Amiga console has been released?
 Those who will miss it in a console
 may be unable to afford the pre-
 set price. If Commodore set to
 site at the lower market the indus-
 try may well be forced to produce
 sub-standard material to compete
 for inexpensive software.
 Amiga users will be left with a
 machine which may not be im-
 planned to do but potential. It
 matter to be then seriously at
 will until writes a program, but
 have not express statements.
James Southerton
Southampton, Dorset

As stated by Amiga editors
 Amiga team announced, and most
 are likely to be. For more info
 that the Amiga will be upgraded
 into a 1 Meg machine, making it
 even more powerful, and user
 aware for the technology
 involved. How to say the Amiga
 going hand in hand with the
 more Amiga Amiga will help
 writing for the Amiga Amiga
 Amiga team and how there are
 things will only get better. In fact,
 it's only just getting.

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Guru's MEDITATIONS

FOOTBALL CRAZY

It takes a great game to entice the Amiga Forum. Get around and Rick Off has earned such a title here at Future Publishing that a 80 League has been established. Naturally at the Amiga Forum team are taking part and the matches are played on the Amiga version. So far the whole team is enjoying, handing out donations to the few Computer Expresses covered in the first division.

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How many programmers does it take to change a light bulb?
They need to touch it
it's a hardware problem

Letters and articles are also taking part however it looks like it will be in internal bulletin for the short coming - currently led by Brian's Mission - with Steve's Windows and Norman's letters list on his letter after a time 3-3 draw. Norman's Nexus are battling for promotion from the Second Division with Gianni's Goals! Keep us posted as you own leagues and maybe time can get a national championship together.

PLEASE SEND ME A FIVER

Please send me a five

CENSORED

There are so many on something that really is very ugly indeed, and I can't let you print your pictures



Captain Whings

"...as there he is waddling away about how crap the game is on an Amiga just because it's been ported across from the ST and they didn't spend several grand getting it converted, and I tell him that it makes no odds to the gameplay so what does it matter, and he clamors on about how you can easily tell Amiga controllers from ST ones because of this line of pixels or other, and because the border strokes at a different rate when you jump up and down on one leg, waving a vegetation sprayer in the air or some such nonsense, the guy thanks me and is a Japanese fashion, and he just wouldn't accept that nobody gives a toss about it and we only want to know how much fun it is to play and..."

last) friends must be loyal - if you don't want to find a 740 on your desk pretty soon! The motto is an appalling state of affairs and so there you might be able to persuade your editor whether or not the Amiga Forum team. So write to The Guru 4 Queen Street, Bath BA1 1LJ and cast your vote for to appear on the magazine in print. We will court up the votes on Monday 24th July and have the results in issue 2 - so you will have to be quick. The prize? The joy of being represented on the far magazine in the mag. of course!

NEXT MONTH

Everything you need to know about the DTF cover by the people who know it best. Steve Latham features the Graphics section, featuring advertisements, various subscription notices, changing or not of circulation (the amount of the latest video products, of the latest games, etc), where PC and a word with somebody's problem will occur and something to follow.

MAKE SURE YOU GET YOURS

That was the first issue of Amiga Forum, the Number One magazine for the Amiga. If you want to ensure you get it every month with no hassles and a great deal besides, check out Page 28 for our amazing subscription deal!

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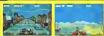
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